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INTERaction

The Magazine of Interactive Entertainment

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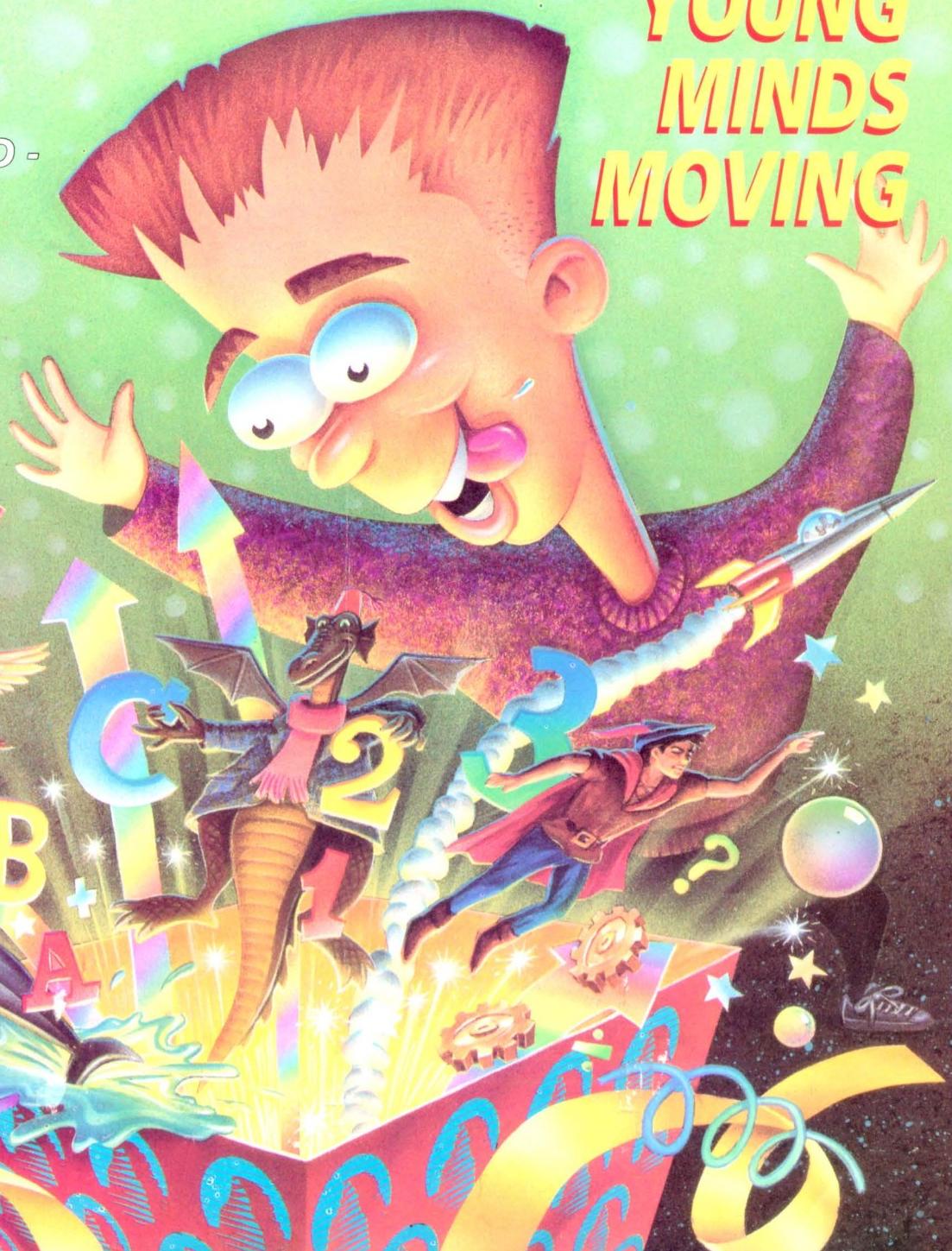
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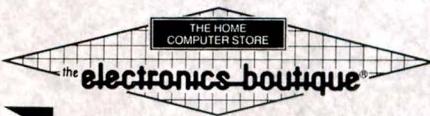
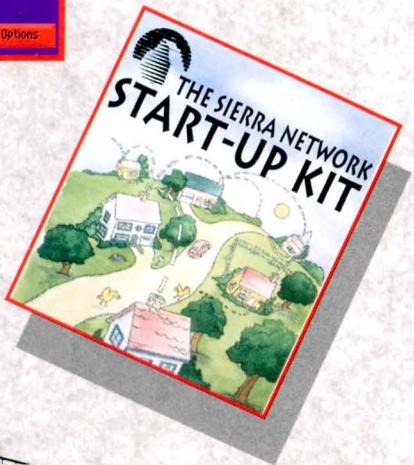


3. Challenge your new friends at games like cribbage, checkers, chess, hearts, and bridge. And you can "chat" during the game, typing in messages while you play. TSN really does have the whole country talking. Tell a friend!

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Look for your start-up kit at these great software stores





The Sierra Network

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Try out the new network that everyone is talking about - you get the Start-Up Kit and \$10 usage credit - FREE. And if you like what you see, you can continue service and insure your membership on this hot new computer gaming network. But you have to act now, before the new policies go into effect, to take advantage of this special offer. **We do not plan to repeat this offer. You have until December 31, 1991 to send in this card.**

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INTERAction

FALL 1991

VOLUME IV NUMBER 3

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NEW NAMES, NEW GAMES

INTERAction, not Sierra/Dynamix Newsmagazine?

You may be wondering why we've changed our name. Well, we've been expanding our horizons lately, broadening our minds to new possibilities. Our magazine is about more than computer games now. It's about the whole interactive entertainment experience. We thought INTERAction said it all, covering games, multimedia hardware, music, educational software, and anything else that might intrigue us, or (more importantly) you.

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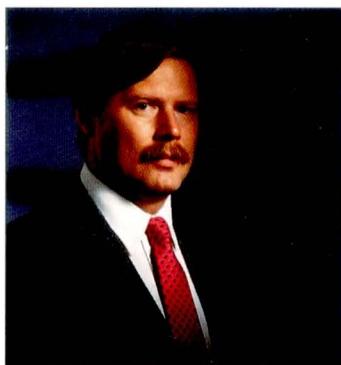
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PRESIDENT'S CORNER



A VIEW FROM THE INSIDE: THE INTERACTIVE FILM INDUSTRY IS A VIRTUAL REALITY

by Ken Williams

A little over a decade ago, when the only computer available to most people was the Radio Shack TRS-80 and the idea of people owning computers at home sounded like science fiction, my wife and I began a little company making what we referred to as "interactive films."

"I CONSIDERED SIERRA TO BE IN THE ENTERTAINMENT BUSINESS."

This caused a little confusion back then (and still does today). It was a pretty ambitious statement then to talk about interactive movies when most people thought of computers as a novelty and the idea of video cassette recorders at home seemed pretty radical.

If others were describing what we do, they would say we made "computer game software." But, while "game" might be applicable because our products are fun to play, I think of them more as interactive stories.

Looking back, I will be the first to admit that back then calling our products "interactive films" was little more than wishful thinking. They were little more than interactive picture books or cartoons then. But by calling our products interactive films, we continually reminded ourselves to keep pushing the envelope where quality was concerned.

Now, a decade plus later, I think I can honestly say that Sierra is in "the interactive film business." While we still have a long way to go to match the

quality of the sound and visuals being produced in Hollywood these days, I think we are finally to the stage where people recognize our scripts and presentation as a dramatic media with true entertainment value.

Granted, our products don't yet use the same live actors you're used to watching on TV. But with recent products like *Heart of China* and *Police Quest III* live actors have been successfully used for the first time in the making of a computer game.

Our multimedia development efforts feature professional production values, and are getting very close to realizing the true vision of interactive film.

Now that Sierra has this goal within reach, I'm beginning to ask myself whether I should consider establishing a new, even more ambitious goal for Sierra. The term interactive film now seems a bit limiting. "Interactive film" only implies that we have shot a feature and then given you an interactive way of viewing the film. It could be said that the viewer, you, really don't get to do anything more than control the sequence of events. You don't really get to create the plot. This doesn't mean that the story can't be fun, but it does mean that the stories control you, not vice versa.

My prediction is that the interactive film business is going to get a lot bigger and better than the non-interactive film business (like Hollywood movie production) over time.

Sierra intends to spur that process by continuing to expand entertainment and production values. I've spent 10 years building and training a team of people to take this concept to its

logical limit, and I feel like we are finally where we need to be to make it happen.

But, I have already begun thinking about what the next step in the entertainment industry evolution will be. So, for the past few weeks, I've begun describing Sierra as a "Virtual Reality Entertainment Company."

"I'VE BEGUN DESCRIBING SIERRA AS A VIRTUAL REALITY ENTERTAINMENT COMPANY."

My own definition of virtual reality is when you use a technology to invent a "place" with the intention of making it seem like you are somewhere you aren't.

My favorite example of virtual reality technology is the commercial flight trainer. These are the expensive high-end simulators where a trainee pilot sits in a huge machine which looks and feels almost exactly like the cockpit of a Boeing 747. It's easy to forget that it's only a simulation and you really believe you are in a plane. That's virtual reality.

The concept of virtual reality is an evolving technology. It's getting better every year, and as it gets better it's that much closer to becoming something that people can look forward to owning at home. Already, virtual reality is used in theme parks like Disney World, and I've even seen it in use in a very limited

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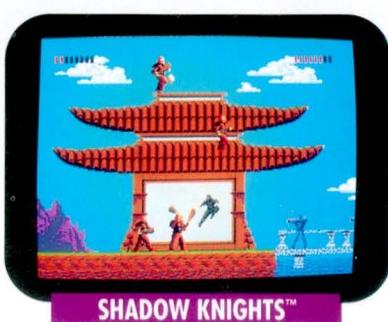
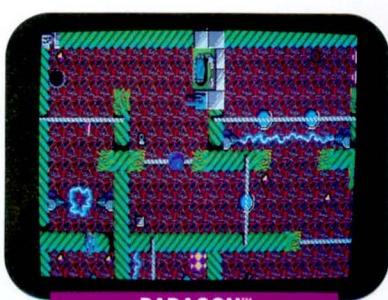
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way at some of the video arcades. These uses center on the physical dimensions of virtual reality - the screen shows your virtual reality hitting a bump so you feel one. But this kind of technology is expensive and probably not practical for home use in the foreseeable future.

"SIERRA CREATES COMPUTER SIMULATIONS WHICH ALLOW YOU TO PRETEND TO BE SOMEONE ELSE."

But current consumer electronics technology can recreate the more "mental" aspects of virtual reality. Remember the movie *Total Recall* where Arnold Schwarzenegger 'thinks' he's gone off to another world and experiences the trip in his own mind? I predict that this use of electronics to move people into different worlds will be the next big consumer technology.

The term 'cyberspace' has been used to describe the place that you go when you go into virtual reality. A completely computer generated world that is dynamic. It changes according to your movement - and the movement of others - within it. What makes it 'virtual reality' is that the technology controls what you see and feel and comes in such a way that it is consistent and believable.

Think of it this way. When you play our game Police Quest, you are functioning as the cop, Sonny Bonds, in the cyberspace-based town of Lytton. Sierra creates computer simulations which allow you to pretend to be someone else for a short period of time. When you play a Sierra game you are entering cyberspace. If we do our job right, you should forget that it is a game. You should feel like you are really 'there'.

The 'cyber-space' philosophy has influence on the stories which are appropriate for us to create. What works as a

interactive film might not be desirable as a trip into 'virtual reality.' Jason, the axe murderer of *Friday the 13th* movie fame, could be recreated in cyberspace, but I'm not sure it's a place I'd like to visit on my vacation. On the other hand, I've read all of the *Hitchhiker's Guide to the Galaxy* series, and wouldn't mind tagging along in that story for a week or two.

There has been considerable debate at Sierra through the years about the amount of personality which should be given the character which represents "you" in our games. Some designers feel that you must be able to identify with the character you are controlling. Others feel the goal is to have the character fulfill your wishes. A third approach says that you must, in fact, learn to think like the character. All these approaches ask the player to be someone else and therefore the player can't 'see' the world through his own eyes.

There exists a huge opportunity to create a new group of 'cyberspace worlds' through the use of present day technologies. These worlds offer users a chance to be themselves in another place, and don't expect the user to cater to the unnatural aspects of the computer generated surroundings. This is the new world of 'virtual reality' that I see happening, and it's where I intend to take Sierra in the decades ahead.

I believe Sierra's 'interactive films' are well along their path toward their goals. All necessary audio and visual hardware that the computer needs to present these interactive films is now commercially available and in general use in many homes. Our interface is logical and easy-to-understand. Achieving the goal now is as easy as continuing to increase the quality of the scripts and presentations.

With this technology successfully developed, Sierra is now in the process of creating a multi-player gaming network. The Sierra Network (TSN). TSN will be my vehicle for experimenting with virtual reality.

I know that The Sierra Network has not even begun to scratch the surface of what it can (and will) be, but I believe it represents the best chance to get virtual reality into peoples' homes.

In recent months, much has been written about virtual real-

ity. This research has centered on expensive custom hardware driven by high-powered mainframe computers and seems to be targeted toward engineering and business applications. It was business that paid for the development of personal computers, and the commercial segment will benefit most from virtual reality. (Imagine - a car engineer actually 'driving' a car as he designs it and making major engineering changes on the fly!)

Through this development, scientists and engineers have created amazing hi-tech toys. It is an incredible feeling to put on a set of eye goggles, each eye with its own miniature television screen, and a pair of gloves which have sensors built in that allow you to 'grab' objects in 3-D cyberspace. You 'see' a ball onscreen. You 'pick it up' with your glove and 'throw' it at a wall on the other side of the cyberspace room and watch the ball bounce off. Flick a switch to change 'virtual reality' and pick up the ball again. This time when you throw the ball, the room bounces when the ball hits the wall in keeping with your new 'virtual reality.'

"TSN WILL BE MY VEHICLE FOR EXPERIMENTING WITH VIRTUAL REALITY."

Some gloves are so fancy that they even apply pressure to your hand as you grab objects so you convince yourself they really exist. The virtual reality experience achieved from the sensory input of the cyberspace world is amazing. The concept of the 'closed environment' with the twin TV screens and the gloved hands completely shields out everything that isn't actual reality. I get excited just knowing this technology exists in a laboratory instead of just in my imagination.

The bad news, of course, is that this technology is all incredibly expensive - even by the standards of the engineers and scientists. They haven't found a way, for the most part, to make it commercially viable. So we are a few years away from being able to afford this kind of experience at home.

What this means is that, at least for now, any attempts at vir-

tual reality for the home must be done with a PC. Obviously, a personal computer is not a perfect virtual reality appliance. It can create a cyberspace world but can not totally envelope you in it. A mouse is not as good for interact-



SierraLand and LarryLand will soon bring cyberspace amusement parks to TSN. You'll be able to go on rides, play golf, relax in a hot tub, and kids can even get help with their homework.

ing with cyberspace objects as a glove would be. A 13 inch monitor is not as good as dual monitors strapped to your eyes.

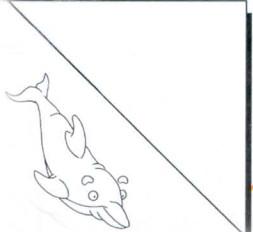
But, that doesn't mean that cyberspace worlds can't be fun on your PC. TSN (The Sierra Network) has already shown that cyberspace is extremely practical and fun to do on your personal computer. And, right now it costs about \$2 an hour in most of the nation.

My long term vision for TSN is to create cyberspace worlds that you will want to spend a serious amount of time in. Before entering these worlds you create your own persona which will represent you in cyberspace.

Then, you jump in. Did you notice that I just made a subtle change in how I define cyberspace? I implied that you not only can enter an imaginary world but can also become your own person in that world. You don't have to settle for the "canned" personalities offered by today's film technology.

Of course, since the TSN reality will be 'virtual' you can make minor adjustments (or major ones) if you want. If in real life you're not quite as thin as you'd like, why not lose a little weight during the jump?

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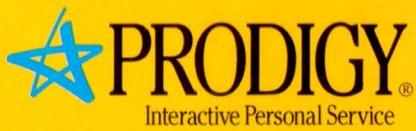


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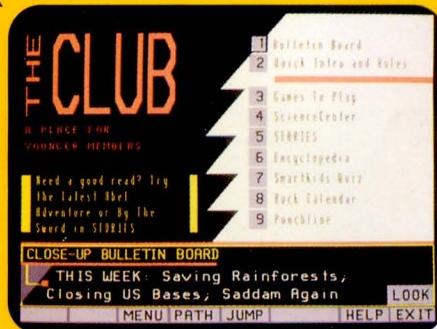


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We know how the mistake was made and it won't happen again. Do us a favor and hand those six extra copies you got to your good friends that are interested in Interactive entertainment for their computers.

...OR MAYBE NOT ENOUGH

What gives? All my friends got their Fall issue of your great magazine a week ago. Where's mine?

K.N.
Reseda, CA

Kevin, could you give Steve in Chicago a call? He's got your magazine...

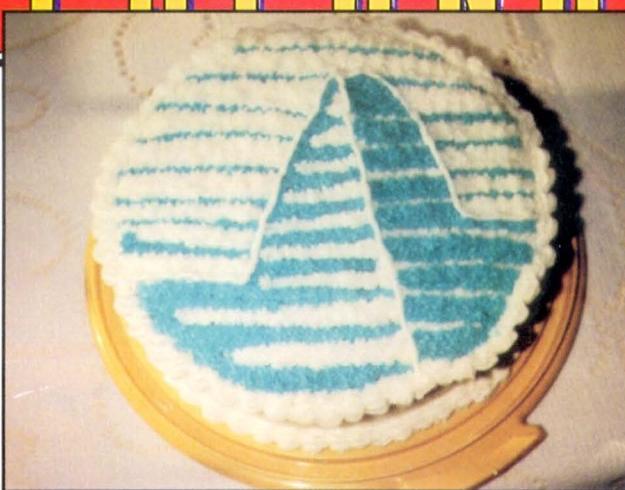
Seriously, Kevin, we caught our mistake in the last mailing and sent magazines out to those that we missed. Our apologies—it won't happen again.

LONGING FOR LAURA

I really appreciated the Magpie's information on new games for 1992. But what happened to the sequel to the Colonel's Bequest that was supposed to come out? My mom keeps asking me about it.

J.H.
Salt Lake City, UT

Roberta Williams' revival of amateur supersleuth Laura Bow



SIERRA TAKES THE CAKE

I have enclosed a picture of my last birthday cake. My mother made it. Would you consider putting it in your next magazine?

Will you please send me all the information you have on CD-ROM, Multimedia, and MPCs? Has technology slowed down enough for you to publish any CD games?

Jason Rogers
Leesburg, GA

Check out the Multimedia article on pages 40 - 43. While the technology is constantly changing, the industry is setting some CD standards. And yes, Sierra is launching some exciting Multimedia titles, including King's Quest V, Jones in the Fast Lane, Stellar 7, Space Quest IV, and Mixed-Up Mother Goose.

is coming. Johnnie Magpie just forgot to mention it. Look in his next column for full info on this and any other omissions he'll correct and read all his new round of misinformation as well!

WHEN WILL WE SEE DE CD?

I read with interest your recent article on the new multimedia revision of King's Quest 5. But wasn't this game supposed to have been available almost a year ago? It seems like every time I see it listed anywhere it's always due "next month." Will this game ever be out so that I can buy it?

J.R.
Cincinnati, OH

Good question, Jennifer. It seems a lot of other machine owners are equally anxious to get their hands on this much reported multimedia experience.

We asked Sierra spokesman V.P. John Williams to ante up an explanation. He had this to

say: "We totally underestimated the time, resources, and patience that would be required to produce this multimedia product when we originally set shipping schedules for the game. Our scheduling mistakes, combined with early confusion about what CD standards to support, caused serious delays. At this point, the product looks good and is proceeding through its final Q.A. cycle. Any version that goes into testing could be the last."

Yes! It sounds like the KQ5 multimedia release will be "next month" to us yet again!

ARE MACS LESS SAFE?

In the last "President's Corner" article Sierra President Ken Williams espoused the PCs and the Mac as the only "safe" purchases for computer owners. If Ken likes Macs, how come his company has only three games for Mac compared to better than 20 each for "less safe" Amiga or Atari ST?

Am I missing something here?

M.B.
Santa Clara, CA

Astute observation, Mike, and a question worth answering! First off, Ken says that Sierra will have doubled its Mac offerings by the time you read this. He intends to keep working to get the Mac games moving throughout the year.

Past this, the ST and Amiga products shown on the Sierra price list were made with Europe in mind, where the Amiga and ST have sold well in the past while Macintosh has been a distant contender.

LEISURE SUIT NICKY?

I enjoyed your article in the last magazine about the "new" Leisure Suit Larry. I was, though, surprised to see Larry's face staring out at me from the modem ad on the back cover of the magazine.

What does Larry have to do with modems?

T.E.
Stevens Point, WI

That's not Larry on that magazine's back cover. That's none other than crazy Nick Medici, the new king of software and hardware discounting. (Actually it's an artist's conception of Nick.)

No one here at the magazine spotted the obvious resemblance of Nick and Leisure Suit Larry until the magazine was printed but we must admit the similarities are startling. This has led us all to this question:



"SEPARATED AT BIRTH"?

Yes, enquiring minds want to know!

There's an IBM PS/2 made for every student body.



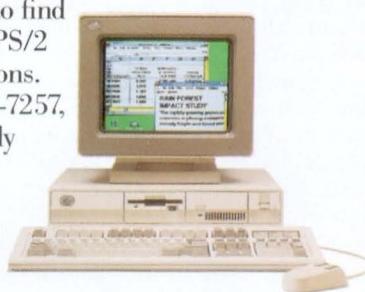
When you said you wanted an affordable computer, we listened.

And we responded. So, as a college student, member of the faculty or staff you can now get an IBM Personal System/2® Selected Academic Solution at a special price.*

You'll find that all the PS/2 Selected Academic Solutions have preloaded DOS 5.0 and Microsoft Windows™ 3.0, a color display and a mouse. Some selected models are preloaded with Microsoft Word for Windows™** and Excel** to help you create impressive papers, graphics and spreadsheets. Also, great tools like a notepad, calendar and cardfile are provided.

What's more, the IBM PS/2 Loan for Learning is also available to help make paying for your PS/2® easier.

With the special price for college students, faculty and staff, there's never been a better time to buy a PS/2. Visit your campus outlet to find out more about the IBM PS/2 Selected Academic Solutions. Or call IBM at 1 800 222-7257, and we'll respond promptly with our information kit, or the location of the nearest participating IBM Authorized PC Dealer.



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continued from page 6

The point is, you are who you want to be and create your own reality. There are no limits set on you. You create your limits (and your opportunities) for yourself. I'm aware of people on TSN who have lost weight, become younger, become older, grown hair and even changed sex. When it's a 'virtual reality' world, you can look any way you want to look!!!

"PLAYING GAMES HAS VERY LITTLE TO DO WITH GAMING."

Now that I've built up TSN as this amazing cyberspace vision of the future, let me get back to reality. In its current incarnation, TSN could be described as nothing more than multiplayer card and board games. Of course, those with this opinion either have no imagination or have never been on TSN.

Basically, for two dollars per hour, we connect your computer to everyone else's and let you play games with each other. Actually, the subtle difference between playing one of our interactive films and playing with others who are real people is what makes The Sierra Network the basis for my vision of virtual reality.

Playing games has very little to do with gaming. An evening playing bridge with friends has more to do with the quality of the relationship with your friends than with the actual card playing.

If you clocked the amount of time you spent on an evening playing Trivial Pursuit with friends, the time spent thinking about game strategy versus the time spent enjoying the company of your friends would be staggering. The truth is that it matters very little who wins and who loses the game, the fun comes from actually being with other people and enjoying their company.

Why is it more fun to watch a football game surrounded by

1 0 0 , 0 · 0 screaming fans than to watch the same game at home alone on TV? Given

the preference, would you rather play bridge against the computer or against a real opponent? Gaming is about social interaction. Yes, there are people who get mad when you talk during bridge, but there are a lot more people who consider gaming an excuse to get together with friends. That's where TSN excels.

We have plenty of 'experts' at various games on the TSN system. We have life master bridge players and Chess masters that you wouldn't believe. But this access to experts is not the soul of TSN. What really makes TSN special is the people you meet. There are some very interesting people in our little corner of cyberspace.

I have plenty of new friends I've met only through TSN. I know what I think they look like, and what I think they act like, and what I think they do in real life, but none of this may be true.

"WE COULD RE-CREATE A PORTION OF HISTORY IN CYBERSPACE AND THEN JUST LET OUR KIDS LIVE THERE FOR A FEW HOURS."

On TSN you create a character to represent you as you want to be known. Most people have been fairly honest but some aren't. For purposes of the TSN cyberspace as it exists today, using your own persona is entirely appropriate. But, there are new worlds coming.

We have two cyberspace based theme parks under development now; Sierraland for kids and Larryland for adults. Bits and pieces are coming up now. By the middle of next year we'll start admitting guests.

Sierraland is best visualized as Disneyland set in cyberspace and the second as multi-player Leisure Suit Larry. When these parks open for business, everyone will understand exactly what TSN has to offer.

The only TSN project which is currently operational we call "The Constant Companion." It is a blast and I spend a lot of time there. Constant Companion is a computer simulation of a real world where people play

card and board games. It's like a "computer generated reality."

But I'm interested in "alternate realities." The theme parks will be a step towards a reality that doesn't have to exist in real life. Cyberspace doesn't have to have gravity. It may have its own system of money and its own laws. The laws, economics, or even gravity of the parks might change based on what day it is. No rules are good rules, and I intend to stretch this to the limit.

"I HAVE HOPES FOR CYBERSPACE THAT GO WAY BEYOND ENTERTAINMENT."

There are going to be some incredibly interesting legal and ethical questions forced to the surface by TSN. LarryLand has a disco and a wedding chapel. Will real life spouses object to your having a cyber-spouse? (Of course they will!) Does the character you create to wander through cyberspace have to share your religious beliefs?

Is role playing good or is it bad? Is cyberspace murder a crime? All we know so far is that cyberspace can be a very compelling and liberating environment.

I have hopes for cyberspace that go way beyond entertainment. There is a side to me that is fanatical about education, so SierraLand will have a schoolhouse. I haven't worked out all the details, but I know that the learning will be interactive between players and will feature its own system of rewards.

Kids will earn the currency of the realm by sharing and learning with others on the system.

I thought of this while watching my high-schooler try to teach my elementary schooler about a subject. I'm convinced that the learning re-inforcement that the elder got from the sharing was as effective as the learning the younger one experienced.

But, this is only the tip of an enormous iceberg. How about field trips? Applied learning? Kids want to learn (all of us do), but, text books really don't bring out the facts the way experiences do. You learn infinitely more about something by living it than by hearing about it.

We could recreate a portion

of history in cyberspace and then just let our kids live there for a few hours. If we make it a fun experience and an "educational" experience, they can learn an incredible amount.

Students could certainly learn more about George Washington by spending an hour walking the streets of his era and chatting with him briefly than by reading his biography. Although, they may not walk out of this situation with as many cold facts, they will most certainly walk out with more understanding. (All I have to do now is figure out how to build all of this!)

If you compare our first interactive films of eleven years ago to the product coming this Christmas you will see a consistent vision refined and improved through hard work and an attention to your wishes.

Now that it appears my original goal is within reach I am setting a new goal. We will make wrong turns, but each step will be ahead of the last.

Whether you agree with this vision or are just curious to see how it will turn out, consider spending some time on TSN.

Your involvement in the process could have a positive effect on the project and turn it into what you want it to be. If the next decade is anything like the last one, its sure to be entertaining at the least.

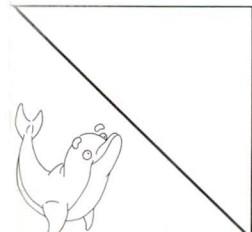
See you next issue.

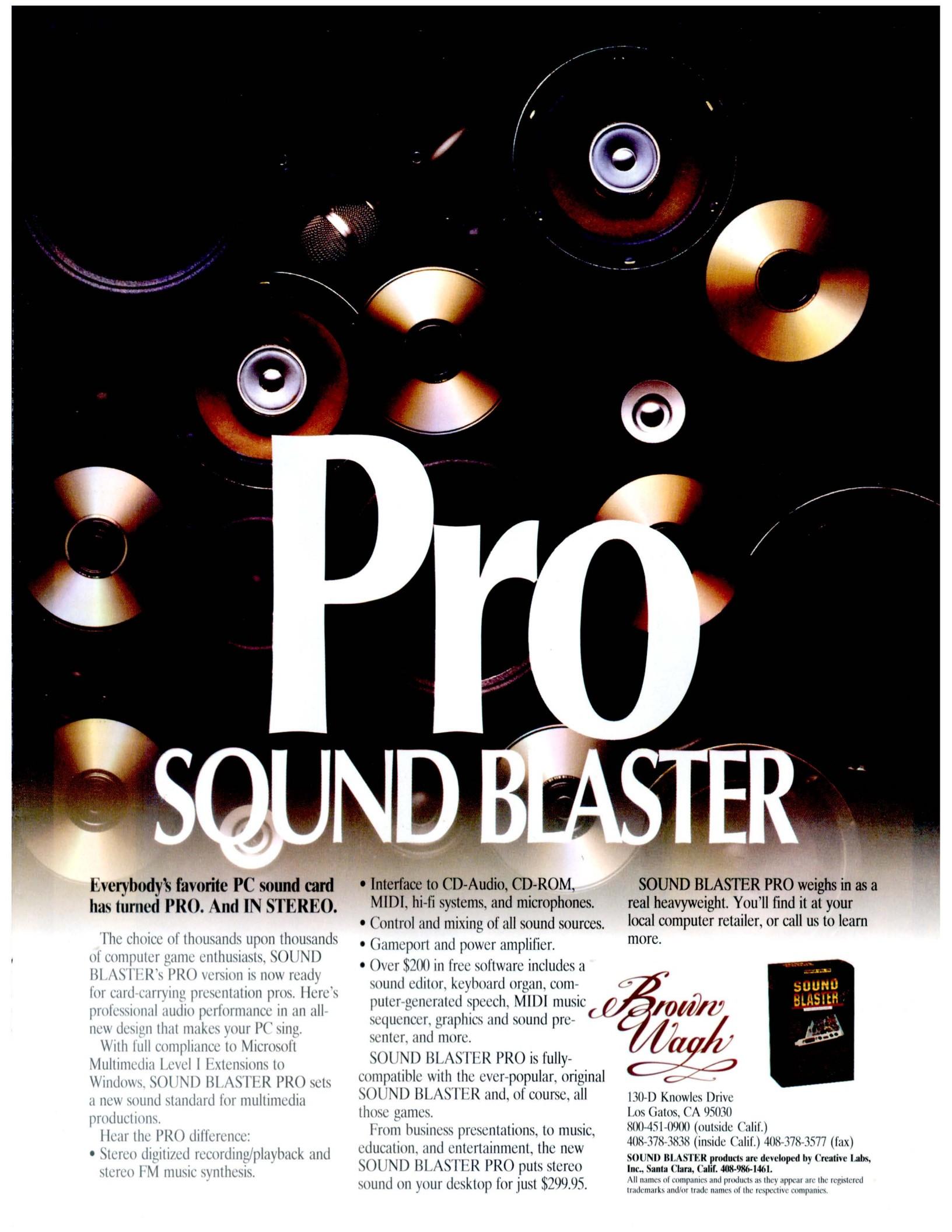


Ken Williams

Editors Note: Ken Williams is President of Sierra On-Line, Inc., one of the oldest and largest of the computer software companies. Ken has a long reputation for making computer technology into consumer technology, and has that special talent for describing complex issues and situations in common language.

DR. BRAIN ANSWER #2
Write down the letters on each of the boards you stepped on while crossing the bridge. They spell out the 6-letter password.





Pro SOUND BLASTER

Everybody's favorite PC sound card has turned PRO. And IN STEREO.

The choice of thousands upon thousands of computer game enthusiasts, SOUND BLASTER's PRO version is now ready for card-carrying presentation pros. Here's professional audio performance in an all-new design that makes your PC sing.

With full compliance to Microsoft Multimedia Level I Extensions to Windows, SOUND BLASTER PRO sets a new sound standard for multimedia productions.

Hear the PRO difference:

- Stereo digitized recording/playback and stereo FM music synthesis.

- Interface to CD-Audio, CD-ROM, MIDI, hi-fi systems, and microphones.
- Control and mixing of all sound sources.
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- Over \$200 in free software includes a sound editor, keyboard organ, computer-generated speech, MIDI music sequencer, graphics and sound presenter, and more.

SOUND BLASTER PRO is fully-compatible with the ever-popular, original SOUND BLASTER and, of course, all those games.

From business presentations, to music, education, and entertainment, the new SOUND BLASTER PRO puts stereo sound on your desktop for just \$299.95.

SOUND BLASTER PRO weighs in as a real heavyweight. You'll find it at your local computer retailer, or call us to learn more.

Brown Wagh



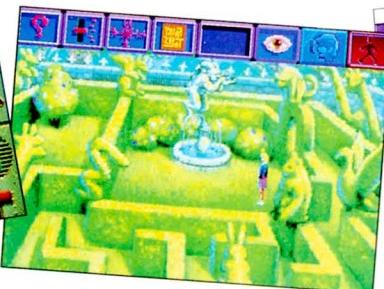
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SOUND BLASTER products are developed by Creative Labs, Inc., Santa Clara, Calif. 408-986-1461.
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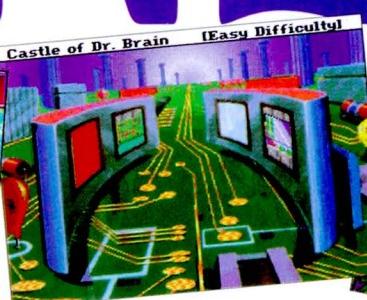
GETTING *young* MINDS MOVING



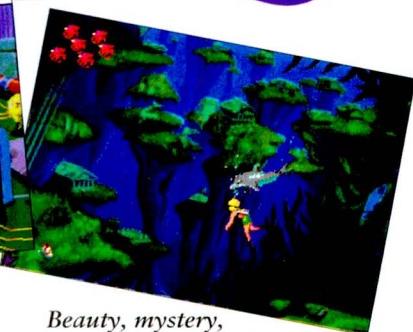
One of the charming animated sequences from Mixed-Up Mother Goose.



The exciting "Beauty and the Beast" sequence from Mixed-Up Fairy Tales.

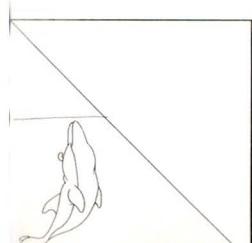


Just one of the challenging puzzles from Castle of Dr. Brain.



Beauty, mystery, and environmental understanding in EcoQuest

A Look at Sierra's Newest Product Line for Young Gamers
by Lorelei Shannon and Bridget McKenna





hy do children spend so many hours watching TV? This is a question you often hear from concerned parents and teachers. The answer is simple. Because the world of TV is one of color, fun, and adventure. It's an escape from the child's everyday world; sort of a vacation. Who wouldn't want that? But many people are concerned about the passive nature of TV watching. It just isn't that stimulating for children's minds.

What if there were something else the child could be doing? Something with equal color and sound and fantasy, but this time the child could jump right through the screen and into the action? Better yet, what if the child could actually learn something while having fun? The term is interactive gaming, and it stands for a whole new dimension in entertainment.

We love to get letters from parents and children telling us how much more fun our games are than TV, and how much more time they spend playing than watching. We're not saying passive entertainment is bad. Everyone enjoys a good movie or TV show. But there's something special about making things happen that can only be found in interactive media. That's why we've created an entire line of software designed for kids. You won't believe how fast they'll learn to love computers!

Giant Steps to Tomorrow

Everyone knows how important computers are in today's world, and they'll only be more important in the future. That's why it's so critical for children to be comfortable with the world of computing. Most schools have some computers for students to share, but usually the computers are kept in a special room or lab, and the children can only use them once in awhile. The kids are only getting a nibble of what will be a staple of their diet in the future.

If you have a personal computer in your home, you already have the first ingredient for enriching your child's everyday life. Your home computer, together with quality software, can go a long way toward motivating young learners, and creating a lifelong friendship between kids and computers.

Pssst! Don't Tell the Kids, But...

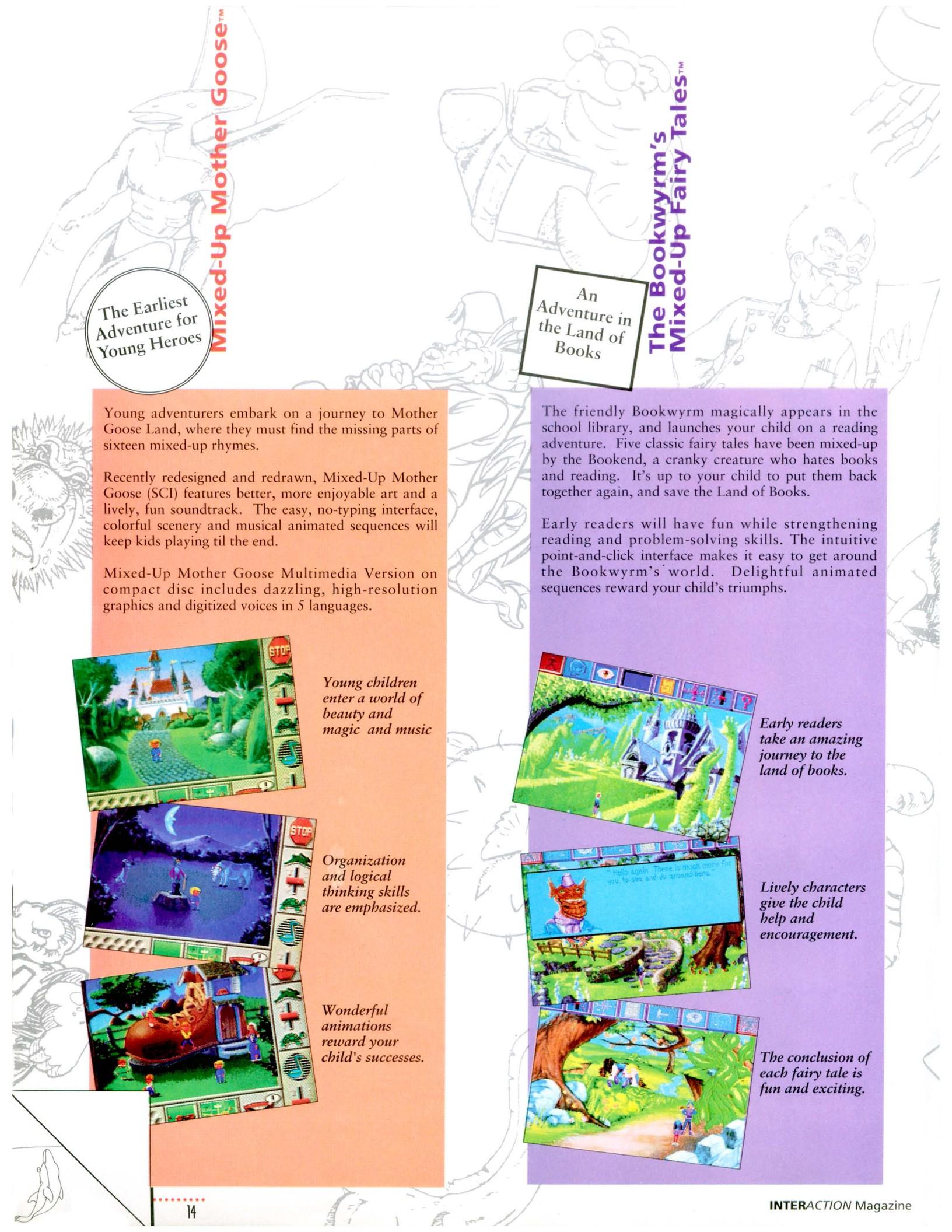
While your kids are playing adventure games, they're also strengthening their reasoning and problem-solving skills. In fact, a recent study of students in a California school showed this phenomenon in action. Aptitude scores for these areas showed dramatic improvement in kids who were playing adventure games.

But Why Games?

Remember, a computer is a complex thing. A bad experience can make it appear strange and intimidating. When a child's first introduction to computers is through fun, the computer becomes a familiar and friendly part of his or her life.

Educators use what they call "positive transfer" to encourage learning and retention of knowledge in their students. If a child can associate a new learning experience, such as using a computer for business, with positive knowledge they already have, like the operation of a computer for gaming, it's infinitely easier for them to learn and remember the new subject.

Interactive gaming is fun, entertaining, and involving, and those are the very things that get young minds moving. Sierra is proud to present these exciting and stimulating software products for the young minds in your house.



The Earliest Adventure for Young Heroes

Mixed-Up Mother Goose™

Young adventurers embark on a journey to Mother Goose Land, where they must find the missing parts of sixteen mixed-up rhymes.

Recently redesigned and redrawn, Mixed-Up Mother Goose (SCI) features better, more enjoyable art and a lively, fun soundtrack. The easy, no-typing interface, colorful scenery and musical animated sequences will keep kids playing til the end.

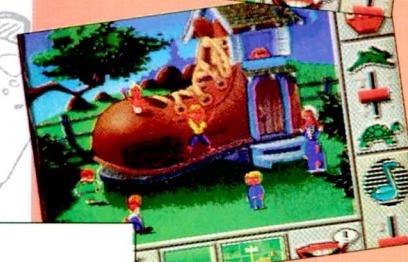
Mixed-Up Mother Goose Multimedia Version on compact disc includes dazzling, high-resolution graphics and digitized voices in 5 languages.



Young children enter a world of beauty and magic and music



Organization and logical thinking skills are emphasized.



Wonderful animations reward your child's successes.

The Bookwyrm's Mixed-Up Fairy Tales™

An Adventure in the Land of Books

The friendly Bookwyrm magically appears in the school library, and launches your child on a reading adventure. Five classic fairy tales have been mixed-up by the Bookend, a cranky creature who hates books and reading. It's up to your child to put them back together again, and save the Land of Books.

Early readers will have fun while strengthening reading and problem-solving skills. The intuitive point-and-click interface makes it easy to get around the Bookwyrm's world. Delightful animated sequences reward your child's triumphs.



Early readers take an amazing journey to the land of books.



Lively characters give the child help and encouragement.



The conclusion of each fairy tale is fun and exciting.

Castle of Dr. Brain™

Provocative
Puzzles and
Lively Logic

Kids (and adults!) will love this journey into a mind-boggling world of brain-teasing adventures and crazy fun. Your mission is to win a job as the world famous Dr. Brain's lab assistant. But first, you'll have to pass the Doctor's gauntlet of mind-twisting puzzles and cerebral challenges.

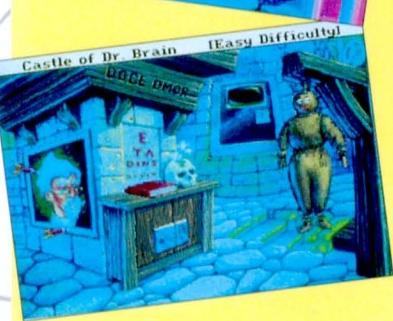
Logic, math, and science skills are strengthened in each room of Dr. Brain's crazy castle. Three levels of difficulty make it a challenge for all. This fun and entertaining journey is highlighted by wild graphics and a terrific rock 'n roll soundtrack. The no-typing interface lets you concentrate on the game.



It's the adventure game that strains kids' brains!



Kids are exposed to math, logic, astronomy, programming, and more.



With 3 levels of difficulty, adults will want to play too.

EcoQuest:™ The Search for Cetus

Adventure
Under the Sea

Join Adam, a twelve-year-old boy, and Delphineus, his dolphin friend, in an exciting race against time. Kids will battle toxic waste, oil spills, deadly driftnets, and other environmental dangers in this thrilling quest to find a missing whale king and save an undersea city.

Parents and children alike are learning what they can do to preserve our environment. EcoQuest helps children understand the importance of environmental issues. The gorgeous undersea graphics and moving soundtrack enhance the gaming experience as kids solve fascinating ecological puzzles.

Soon to be released.



Journey to an undersea world of wonder, mystery, and peril.



Kids will see an amazing array of undersea creatures.



EcoQuest teaches the importance of protecting the environment.

The Pizza of Dr. Brain

by Corey and Lori Ann Cole

You're really proud of your job as a pizza delivery person for Chess Pizza, caterer to mad geniuses everywhere. Your slogan: "We don't take checks, mate, but you'll never get rooked. Pizza by the piece, or take the whole board. We deliver day and knight, to your office, home, or castle."

Someone took the slogan literally. Your latest order says, "Deliver to Dr. Brain's castle, secret basement lab." You ride your bicycle just outside of town, and arrive at the bridge to the castle of Dr. Brain.

There is a sign at this end of the bridge, along with a very large net tied to a tree. The sign reads:

Watch your step!

Always go forwards, never back.

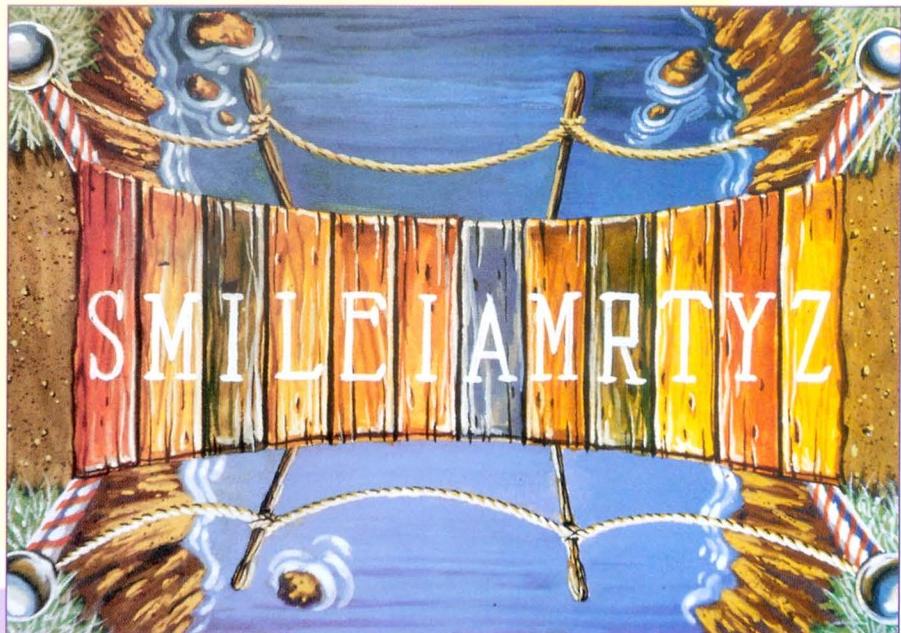
Step on every red board that comes before a yellow board.

Step on every other yellow board, starting with the first yellow board.

Do not step on a blue board unless it comes just after a red board.

Step on a green board after you step on a blue board.

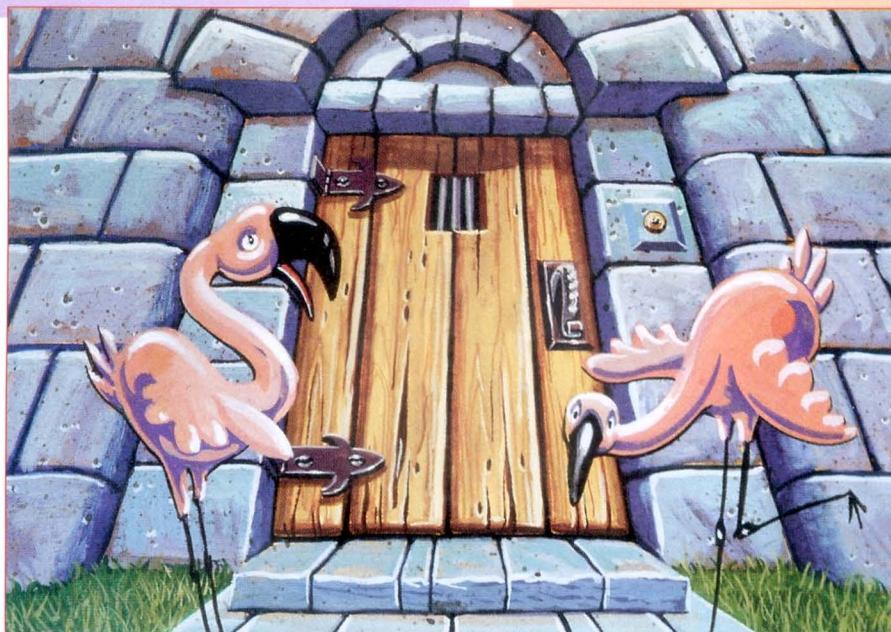
Do not step on an orange board unless you think science is dumb.



You get across the tricky bridge (see Answer #1), and find yourself at the front door of the castle. Flanking the door are two pink flamingos. One of them cranes its head and asks, "Hey, bub, so what's the password?"

You confidently give your answer (see Answer #2), expecting the flamingo to open the door for you. Instead, a trap door opens beneath your feet, and you go spinning down a long chute, ending up in the castle basement.

You are in a room with two doors, each guarded by an impressive robot. You've heard of Dr. Brain's famous robot experiments. He's devised two models — Model "L", which always lies, and model "T", which always tells the truth. Unfortunately, you don't see a model designation on either of these robots.



The blue robot says, "I am a truth-telling robot. That other robot is a liar — he told me so himself!"

The red robot replies, "No, I am a truth-telling robot. Don't believe that other robot — he's a liar.")

Quickly sorting truth from falsehood, you open the correct door (see Answer #3), and find yourself in an elevator. At least, you think it's an elevator. The elevator car twists and turns, goes left and right and up and down, and finally lets you out in Dr. Brain's secret basement lab.



Unfortunately, after all those twists and turns the elevator took (you've never been in an elevator that went sideways before!), you've mixed up the order forms. Fortunately, you've been delivering to mad scientists long enough that you know something of what they like:

1. Chess Pizza regularly delivers orders to five mad scientists, all doctors. Three of them always order two-ingredient pizzas, but Dr. Egghead always wants more ingredients and more pizzas than anyone else.
2. Dr. Smart only likes Pepperoni on his pizza.
3. Each ingredient is used on exactly two pizzas.
4. Each of the scientists asks for a different "special" — either extra sauce, extra cheese, thick crust, stuffed pizza, or a double-pizza order.
5. Dr. Clever is a vegetarian, as is the doctor who prefers stuffed pizza.
6. The scientists who like olives and the scientist who orders extra cheese all work in labs on the top floors of their castle towers.
7. Egghead and the doctor who gets extra sauce both love mushrooms.
8. Dr. Genius doesn't order any of the same ingredients as the scientist who orders double pizzas.
9. Dr. Clever is allergic to artichokes.

At last, it's time to deliver your pizza!

	Cheese	Double	Sauce	Stuffed	Thick	Artich	Mush	Olive	Pepp	Saus
Brain										
Clever										
Egghead										
Genius										
Smart										
Artichoke										
Mushroom										
Olive										
Pepperoni										
Sausage										

gets mixed up with Dr. Genius's. Fortunately, however, Dr. Brain is so impressed by the promptness with which you delivered his pizza that he offers you a new job as his lab assistant. All you have to do is take his competitive exam by solving a few more small puzzles in the Castle of Dr. Brain (now available for MS/DOS personal computers, coming soon on the Macintosh and Amiga).

After you sort out the orders and give Dr. Brain exactly the pizza he wanted (Answer #4), he uses his amazing Matter Transmitter Ray to help you send the rest of the orders on to his colleagues for you. Unfortunately, he still has to work out a few bugs in the device, and Dr. Clever complains of a severe rash when his order

Answers are hidden throughout this issue.

Nova 9

by Jerry Luttrell

One glance at the newly released *Nova 9* and it becomes strikingly clear that, while this game is a sequel to the enormously popular arcade *Stellar 7*, it is NOT a rehash of its predecessor. *Nova 9* is an epic strategy/arcade game that goes beyond the state-of-the-art boundaries set by *Stellar 7*.

IT'S NOT A SIMPLE ARCADE GAME . . .

The challenge of *Nova 9* is nothing like *Stellar 7*. Quick reflexes alone won't save you and the simple strategies used before will get you blown to pieces. Navigate through mazes of energy walls, decipher the Raven II's new powers, face an onslaught of enemies that just might be smarter than you are and unlock the secrets of *Nova 9*'s planets.

Using the newest 3Space™ 3D technology and a literal barrage of special effects, *Nova 9* will shake your PC down to the microchips. Explosions rattle your cockpit, lights flicker as your shields take damage and shadows dance across the ground. Lightning rips into the skyline, on-board monitors crackle with static, enemies burrow beneath the ground and debris rains down as enemies are blown apart.

The only word to describe it is intense. Add an optional sound board and even the word intense isn't enough. The screech of an enemy ship passing over head or the sound of the Raven's gears grinding to a doomed standstill will have you on the edge of your seat. So grab your joystick, strap in and rejoin the battle. Draxon's waiting for you.....

THE RETURN OF GIR DRAXON!



New hi-powered weapons will keep you on the edge of your keyboard. You'll pummel alien craft and watch as enemy craft explode and scatter debris.



Strange alien creatures greet you. Are they friendly? Or are they out to get you? *Nova 9* is a lot more than an arcade game. You'll face clever enemies that could destroy you in an instant.



Look out. The evil Gir Draxon is out there watching. One wrong move and you may be vaporized. He's diabolical as ever and he has no compassion.



Fantastic 'other world' 3Space 3D graphics give you the real feeling of exploring strange new sectors of the galaxy. You'll have to navigate through mazes of energy walls.



The intense futuristic soundtrack is as majestic as the whole expanse of the universe. (See back cover for a special sound board offer).



You'll need 'em all. Learn the new instruments, weapons and tactical maneuvers of the next generation Raven II.



Travel through nine new strange and exotic worlds. Each one presents a different challenge and danger.



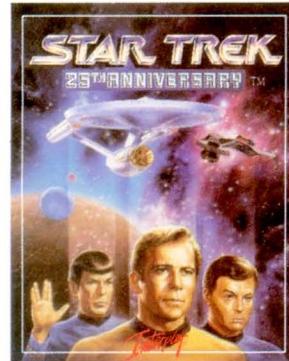
S.R.A.H.:
Jack, we've received another disturbing message.
Something very unusual is going on...

Your on-board monitors crackle with static and suddenly you receive an urgent message from S.R.A.H. (Synergistic Advanced Resource Aesthetic Hybrid) that something strange is going on.



THE VOYAGE CONTINUES!

STAR TREK®
25th Anniversary™.

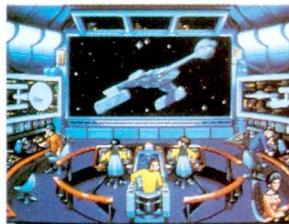


Fasten your seatbelts, bring your seat backs to an upright position, and stow away those other computer games. You're about to pilot a Federation Starship on a wild roller coaster ride through the final frontier.

STAR TREK: 25th Anniversary combines a realistic, 3D space flight simulator with a wide variety of role-playing adventures to create a gripping game of galactic exploration.

You'll play James T. Kirk and experience the thrill of piloting the U.S.S. Enterprise™ using Interplay's stunning, new, state-of-the-art, digitized model graphics. You'll control phasers, photon torpedoes, shields, communications, and warp drives in 3D space action so real you'll be reaching for your airbag!

Scan and survey hundreds of fractally generated worlds and then join a landing party sent down to map and interact with alien races and artifacts. So beam aboard the



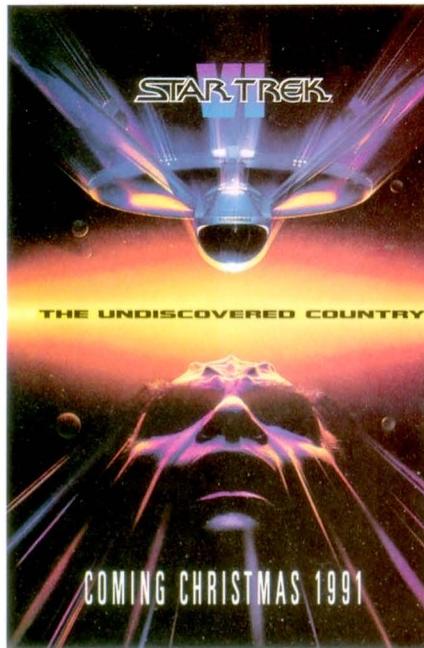
MS-DOS Screens Pictured.

GRAND PRIZE:

(1) Grand Prize – (3) day/(2) night visit for (two) to the Paramount Studios to see where Star Trek VI was made and visit the set of Star Trek: The Next Generation. Trip includes room and roundtrip airfare. Travel must be completed by April 15, 1992.

Contest Rules:

1. No purchase necessary.
2. All entrants and contest winners must be 18 years or older.
3. Enter by mailing a hand-printed post-card with your name, address and daytime telephone number (include area code) to: Interplay/Star Trek VI, 3710 S. Susan, Suite 100, Santa Ana, CA 92704. For complete contest rules call "toll free" 1-800-969-GAME.
4. Contest ends and entries must be received by February 1, 1992.
5. Employees and their immediate families of Paramount Pictures, Interplay Productions, or other participating promotional partners and their respective parents, affiliates, subsidiaries or agencies are ineligible to participate in this contest.
6. Contest is void where prohibited by law.



U.S.S. Enterprise, and continue a quarter century of exploration and high adventure.

- Full 256 color VGA graphics
- Thousands of state-of-the-art, 3D digitized, space action scenes
- Interact with dozens of alien races
- Navigate Kirk, Spock and Bones on a variety of world explorations
- Complete musical score featuring digitized sound effects from the series and major sound board support
- Easy to use, point-and-click, icon interface

To order STAR TREK: 25th Anniversary, call 1-800-969-GAME. Available on MS-DOS compatible machines for \$59.95.

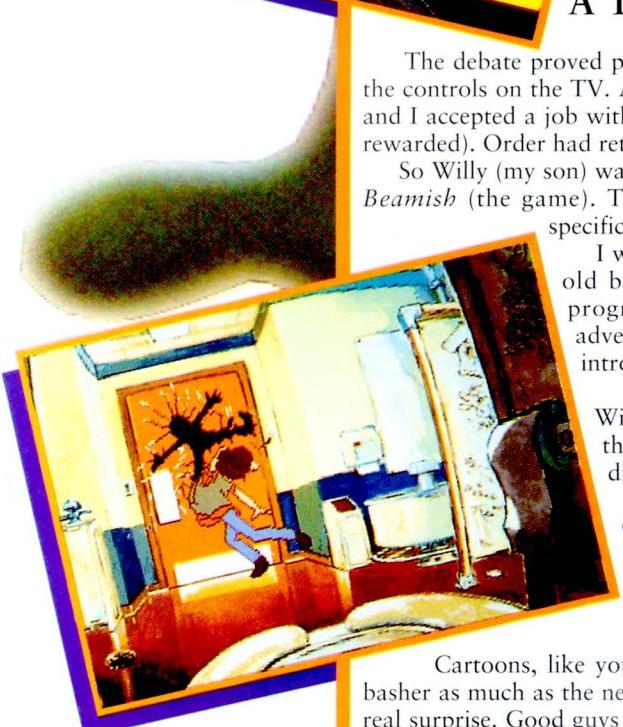
Interplay™

Interplay Productions
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Santa Ana, CA 92704
(714) 549-2411

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SEE THE MOVIE.
PLAY THE GAME.
AND WIN YOUR
OWN VOYAGE
TO PARAMOUNT
PICTURES IN
HOLLYWOOD,
THE HOME OF
STAR TREK®.

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WILLY

Shortly before my son was born, my wife and I spent a rainy afternoon in Brooklyn debating the merits of Saturday morning cartoons and whether or not our kid would be allowed to watch them.

I was a passionate supporter of these mini-fests of total sensory overload. After all, cartoons, comic books, and Hammer monster movies had consumed roughly all of my childhood and given me a warped view of reality which turned out to be a marketable commodity when I entered the allegedly adult industry of advertising. Cartoons, in my view, were the ultimate expression of pop culture; the day-glo id of America, chrome wheeled, fuel-injected and steppin' out over the line (as de boss might say).

Katharine, on the other hand, thought cartoons were little more than fast-paced adolescent expressions of moronic male fantasies. I agreed. So what was her point?

As proof of how great cartoons were for your brain, I could only point out that I'd spent a few million hours watching them and look how I'd turned out!

As proof of how bad cartoons were for your brain, Katharine could only point out that I'd spent a few million hours watching them and look how I'd turned out.

Obviously she was missing something.

A Tale of Two Willys

The debate proved pointless once our son Willy grew tall enough (and smart enough) to manipulate the controls on the TV. As time passed, Willy settled into a routine of Ninja Turtles and Rescue Rangers and I accepted a job with a computer game company (more proof that wasted childhoods are eventually rewarded). Order had returned to the universe.

So Willy (my son) was particularly intrigued when I brought home a copy of *The Adventures of Willy Beamish* (the game). The slick cartoon graphics on the packaging convinced him this game was specifically created with him in mind. It even had his name on it.

I was afraid he'd be disappointed. Willy believes, with every fiber of his four-year-old being, that computers were created solely to play games. Word processing programs exist exclusively to let him watch the cursor "eat the letters". Still, adventure games usually only hold his interest through the first few minutes of the introduction. After that he returns to the animated adventures of his TV buddies.

But *Willy Beamish* was a little different. From the very beginning of the game, Willy was enthralled by the smooth animation, the bright cartoon-world art, and the wacky sound track. He giggled appreciatively at these new characters he'd discovered. In short, Willy was convinced he was watching a cartoon.

And it slowly dawned on me that I felt like I was watching a cartoon too. Only this cartoon I could control. I realized I was actually doing something I wanted to do since I was four or five years old.

Takin' Over the Toon

Cartoons, like youth, are largely wasted on the young. I mean, I dig a good animated trash 'n' basher as much as the next arrested adolescent, but most of the stuff I watch on TV with Willy lacks any real surprise. Good guys are good, bad guys are bad, and every episode grinds on to the same conclusion every time I see it.

I've wanted to take over the cartoons since I was a pup. I figured one good militarized coup in Toon Town could yield a lifetime of cartoon possibilities. I'd find some pretty cool uses for Superman's x-ray vision. I'd really give that wimp Casper something to whine about. And once... just once... I'd let old Wile E. Coyote sit down to a heapin' plate of Kentucky Fried Roadrunner.

BEAMISH

Admit it. A whole generation of us has been mentally mutated by animated cartoons. But now it's our turn, Spud.
By Kurt Busch

Introducing the Interactive Cartoon

Willy Beamish is exactly what I've been fantasizing about for years: A really cool cartoon where I can call the shots, manipulate the characters, and reap the animated benefits of running a truly weird world. From the moment Willy and Horny (his steroid-pumped pet jumping frog) flash across the screen, it's clear we're in for a truly spectacular exhibition of animation. (*Computer Gaming World* magazine called *Willy Beamish* "an interactive cartoon on the cutting edge of technology" and described the production staff as "some of the hottest talent in the field of animation").

Kids like *Willy Beamish* because it is a cartoon, complete with a cast of bizarre characters that includes an annoying little sister, a pair of self-absorbed yuppie parents, a gang of punks, a ghostly grandfather, and an evil capitalistic hag named (of all things) Leona. Wrapped around this cast is a series of misadventures, deftly illustrated in an animated suburbia that reveals itself in zooms and pans explosive cartoon colors. Kids who've tried the game (including my son) relate to these characters and adventures in the way they relate to TV cartoons - with emotional attachment, empathy, and unadulterated delight.

But it's twisted grown-ups (like me) who realize the full benefit of this game. At long last, I'm sending unsuspecting animated characters out to do *my bidding!* So far, I've managed to humiliate my school's principal, send my little sister into orbit, and lure the local thug into a rather explosive ending. And the possibilities seem endless!

Is Anything Bigger than *Beamish*?

They seem endless because this game is *huge*. It's *immense*. It's *deep*. And it's filled with more puzzles than I think I'll ever have time to solve.

Willy Beamish is filled with twisting and turning plot lines, forcing the player to make a lot of decisions, all of which nudge the game in a different direction. There are a lot of really wicked puzzles here, made all the more perplexing because each has a number of different solutions. Some solutions are good. Some are ill-advised. Some are down right deadly. Some are really good, providing you do the right thing later on or you haven't gotten into too much trouble , or...

Sounds complex, huh? Well, it is. In fact, *Willy Beamish* even has his own "trouble meter" so you can keep track of your karma throughout the game. Take it to the limit and you get sent to military school. Keep the meter low and you're safe (though not necessarily having as much fun as you could). How close you want to get to the line is entirely up to you.

The Days and Nights of *Willy Beamish*

Willy Beamish is going to eat up a lot of your time. Even if you successfully get Willy to the Nintari Championships in New York (more or less the goal of the game), you will not have fully explored the wide world of Willy. Trust me. A lot can happen to this kid in a few days. But a lot more could happen once you experiment. The most experienced adventure gamer will find the subtleties and complexities of *Willy Beamish* very, very, VERY challenging.

As for me and Willy (my son), we're taking a short break from *Willy* (the game), just long enough to appease Katharine.

But we'll be right back after these messages.

DR. BRAIN ANSWER #4: Use the grid provided to keep track of the clues. Mark an "X" in each box where you have a definite "no", and an "O" each place you have a definite "yes". (For example, from clue #2, you know you can place an "O" across from Dr. Smart in the Pepperoni column, and "X"s in the same row under each of the other ingredients.) From clue #3, you know each of the ingredients will show up in exactly two rows by the scientists' names, and exactly two columns under the 'specials'. Still stuck? Oh, all right. Dr. Brain ordered the IHCKT TURSC AGSUEA and HKCORITAE pizza.



What Does It Take Into 30 Pianists In

On October 18th, 1991, something amazing happened.

The people who live in the small Northern California town of Petaluma crowded into the Cinnabar School gymnasium and, after a few anxious moments of silence, watched a 9-year-old girl perform a Miracle.

Strange as it seems, this miracle —along with the 29 others witnessed that evening—can be explained:

It's called The Miracle Piano Teaching System™.

A revolutionary musical instrument that actually teaches you how to play it, thanks to an ingenious interactive keyboard that's unlike anything you've ever laid eyes, or fingers, on.

Only a month earlier, these youngsters were handed Miracles and told that in thirty days they'd be giving a recital. Most had never even touched a piano before.

Yet on that warm October evening, magical sounds filled the room. And parents watched in astonishment as their non-musical offspring enchanted the audience with inspired renditions of Brahms and Beethoven.

New York Times Calls The Miracle "Impressive."

They also called it "an electrifying teacher," referring to The Miracle's uncanny ability to let you learn piano at your own pace.

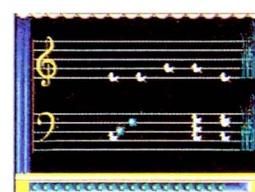


These children were given a whole new kind of music teaching system and told they would give a concert

Each lesson starts off easy. Then, step by step, the program gets more challenging as The Miracle's artificial intelligence system customizes every lesson to meet the player's individual needs.

The Miracle isn't just child's play; adults find it to be miraculous, too. In fact, for the price of only 10 conventional music lessons, your entire family can experience the joy of learning and playing music.

Best of all, The Miracle creates



Go duck hunting...and learn to recognize notes on the musical staff.

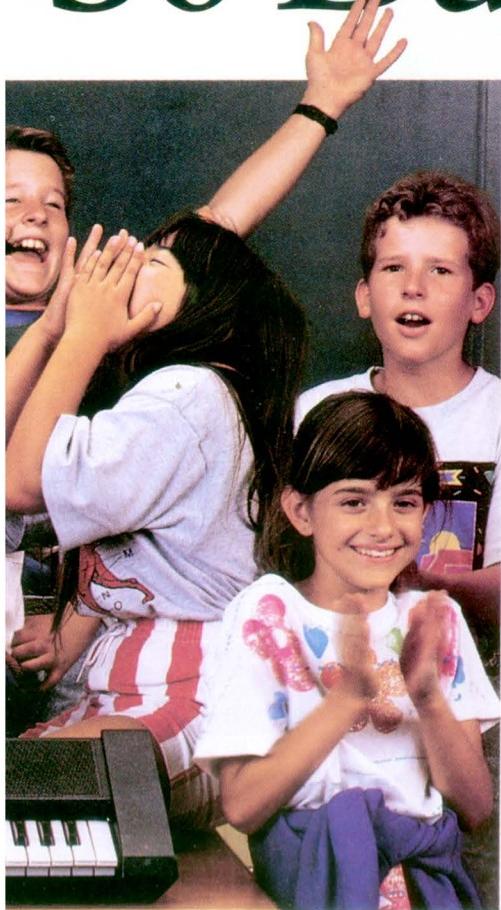
its lessons by drawing from its own extensive library of classical, pop and show tunes. All carefully selected to maintain your or your child's interest and enthusiasm.

Maybe that's why even the most easily distracted adolescents have been known to spend hours upon hours completely absorbed in

a Miracle lesson.

Why parents in Petaluma are, now that they've seen it, calling The Miracle a miracle.

To Turn 30 Children 30 Days? A Miracle.



in one month. What happened was miraculous.

And why the 11-year-old Murch twins say it's the biggest thing to happen in their town since the pizza place went in across from the movie theater.

What Goes Into The Making Of A Miracle.

The Miracle hooks up quickly and easily to any Nintendo Entertainment System[®], Super NES[™], Commodore Amiga[®], IBM[®] PC or compatibles.

The high-quality Miracle keyboard, even without its amazing software, rivals piano keyboards

that cost twice as much.

It has a sustain pedal. Full sized velocity sensitive keys. An output jack that you can plug into a stereo for even bigger sound. And stereo earphones, in case the family terrier isn't too crazy about "Ode to Joy."

Add the software to this astounding keyboard and you have a remarkable music teaching system. One that patiently teaches children and adults alike how to read notes, understand rhythm and, best of all, make music.

The exciting Shooting Gallery game, for example, will instruct you to tell a C sharp from a B flat. Players must hit the correct key on their keyboard to identify the note each duck represents.

Other games teach fingering, rhythm and timing. Using flying saucers and robots.

Flash cards will even appear on the screen for testing music theory.

And, during all this, The Miracle is constantly modifying and personalizing the program to fit the player's individual needs.

So the better you or your children get at playing these games, the better you'll get at reading notes. Keeping

rhythm. Creating harmony. And ultimately, playing the piano.

It Comes With Its Very Own Symphony.

The Miracle's fully digitized stereo orchestra plays right along with your child. At any level of play.

Just press a button and your tune will be instantly surrounded by rich, symphonic sounds created by any of

more than a hundred digitized instruments. Drums. Harpsichord. Synthesizer. Saxophone. And more. All providing the ultimate in concert hall accompaniment.

Thank goodness for those earphones.

So whether your child is into Beethoven or "Roll Over Beethoven," The Miracle will let him or her discover the rewards and satisfaction of actually playing it.

Because your child does indeed have the gift of music.

You just haven't given it yet.



To order call 800-326-6654 or 209-683-4468.

THE HARD DRIVE A

HOYLE BOOK

VOLUMES

Hoyle Book of Games, Vol. 1 (Sierra): After a hard day at the office or after a difficult evening reviewing a grognard's specialty, this grognard likes to try a quick round or two of Hearts or Cribbage - as an enjoyable diversion. The treatment rendered herein justifies my regular returns to "try just one more..."

M. Evan Brooks
Computer Gaming World
June 1991

BY KURT BUSCH

Some statement, huh? I mean, here's a guy - a computer game critic - who has an unlimited array of multi-disk monsters crossing his desk every day! He plays for a living!

So when I read this, I had to ask myself the obvious. Why would this guy cite a computer game as seemingly simple and straightforward as *The Hoyle Book of Games* in his article "What Reviewers Really Play"? Why, after a full day of puzzling through complex adventure and role-playing games, does he pull up these card games... to relax? And why has he kept them on his hard drive long after he finished his review?

Okay, actually I didn't ask myself any of these questions. I knew the answers. Like a quarter of a million other people, I'm already addicted to the first two *Hoyle* games. I mean, these things are bolted into my hard drive.

And if you haven't cleaned out a couple of megs on your hard drive for *Hoyle*, maybe you should take a look at what these packages have to offer.

OF DRIVES AND DECKS

Computer card games have a lot going for them. They're easy to learn, you can play them in short bursts (which, however, often turn into long marathons), and their intrinsically random nature makes them infinitely replayable. At the last place I worked, we kept a buggy old two-color *Klondike* game on the hard drive for the occasional five minutes of diversion we needed throughout the day.

The trouble with most computer card games (like that buggy *Klondike*) is that random challenge can quickly degenerate into random routine. It may be mathematically possible to play a handful of simple games with the same deck on the same computerized playfield forever. But the tedium of watching the same little cards shuffle the same old way day after day after day virtually guarantees that nobody will ever find out.

Warren Schwader changed all that in 1989 when he introduced *The Hoyle Book of Games - Volume 1*. That's when computer card games got cool.

CARDS & CHARACTERS

Hoyle 1 features six classic card games - Hearts, Cribbage, Crazy Eights, Gin Rummy, Old Maid, and (my old favorite) *Klondike Solitaire*.

What sets *Hoyle 1* apart from most card-playing programs is the selection of playing partners. *Hoyle 1* boasts 18 opponents, many of them Sierra favorites,

like King Graham, Leisure Suit Larry, and Roger Wilco. You can also take on Warren himself, his daughter, or a

HOYLE 3 - CHAIRMAN

Just when you thought it was safe to go back into your hard drive, along comes *Hoyle 3*, a whole new bundle of board games, guaranteed to evaporate time with a vengeance.

The Hoyle Book of Games Volume 3 features family games for all ages. Like *Hoyle 1*, this package offers gamers the chance to challenge many of Sierra's favorite characters, all of them hand-painted, digitized, and animated.

New for this game, however, is a multi-player option that allows family and friends to go head to head in classic board game action. Take on Leisure Suit Larry and Princess Rosella (or your favorite real-life opponents) at games like these:

Dominoes - A two player game with variable rules.

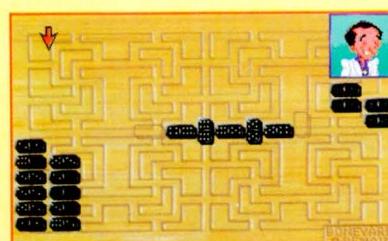
Checkers - Children (and, I suspect, a lot of adults) will especially love the animated frog checkers option. Jumping your opponent was never so much fun.



Whole lotta snakin' goin' on.
There's no time to let things slide in Snakes and Ladders.



Rabbit-ing realism. Jump your opponent's piece (literally), sending her frog to the pond in Checkers.



Boneyard of the Lounge Lizards.
Even a loser like Larry might win at Dominoes. How 'bout you?

ACCORDING TO HOYLE

BOOK OF GAMES 1, 2, AND 3

talking bulldog (who, I've heard, cheats at *Hearts*).

These characters all have different skill levels, ranging from

amateur to expert. So, depending on your current ability (or ambition), you can customize your opposition for unlimited variety of challenge.

And these characters don't just play cards. They chat, they compliment, they goad, they gloat, and occasionally throw a fit when you win the hand. Some (like Larry) even make lame excuses when they lose.

Visual variety also abounds in these games. There are nine different decks to choose from (including the traditional *Hoyle* pattern in blue or red).

A complete rule book (and on-screen rules on command) makes it easy for anyone to learn these games. Even me.

Of course, *Solitaire* is still my favorite. Which is why the only totally non-negotiable space on my hard drive is reserved for *The Hoyle Book of Games Volume 2 - Solitaire*.

GOING SOLO

Why play *Solitaire* on a computer when you could just pull out a deck of cards? Good question. For what it's worth, here's my four main reasons:

1. Do you know 28 solitaire games - and variations? Do you know more than one? *Hoyle 2* features the familiar - like *Klondike* and *Yukon* - along with the exotic - like *Eliminator* and *Beleaguered Castle*. There are even two Warren Schwader originals - *Slide* and *Bowling* - created exclusively for *Hoyle 2*. And it has hard and easy versions of each game.

Hoyle 2 is the absolute best method I've found for learning new versions of *Solitaire*. The on-screen rules (plus the impossibility of making an illegal move) open up a whole new world of entertainment.

2. Do you have 12 different decks of cards? For that matter, do you have one deck of cards with all 52 cards in good condition? Could you find them if you had to? Seriously, this may sound like a minor point, but I really like being able to select from a variety of decks and playing tables. Keeps things fresh and interesting.

3. Can you instantly shuffle and deal with the touch of a button? Well, can you?

And...

4. Can you play a whole game without cheating? Maybe you can. I can't.

Except with *Hoyle*.



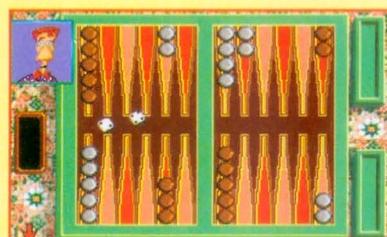
Hoyle games can be controlled with Mouse, keyboard, or joystick. (Hoyle 1 shown).



Music card compatible scores give your Solitaire strategy a soundtrack. (Hoyle 2 shown).



Get a corner on the action. Keep things hoppin' when you and your friends play Pachisi.



Roll the bones with Jones. Take on your favorite character (computerized or otherwise) at Backgammon.



Graham goes for a straight. Build the best hand in Yacht, a poker game played with dice.

Snakes & Ladders - Race to the top without sliding down a snake. Animated characters and play field make this a favorite for kids.

Backgammon - For two players, with variations and two boards

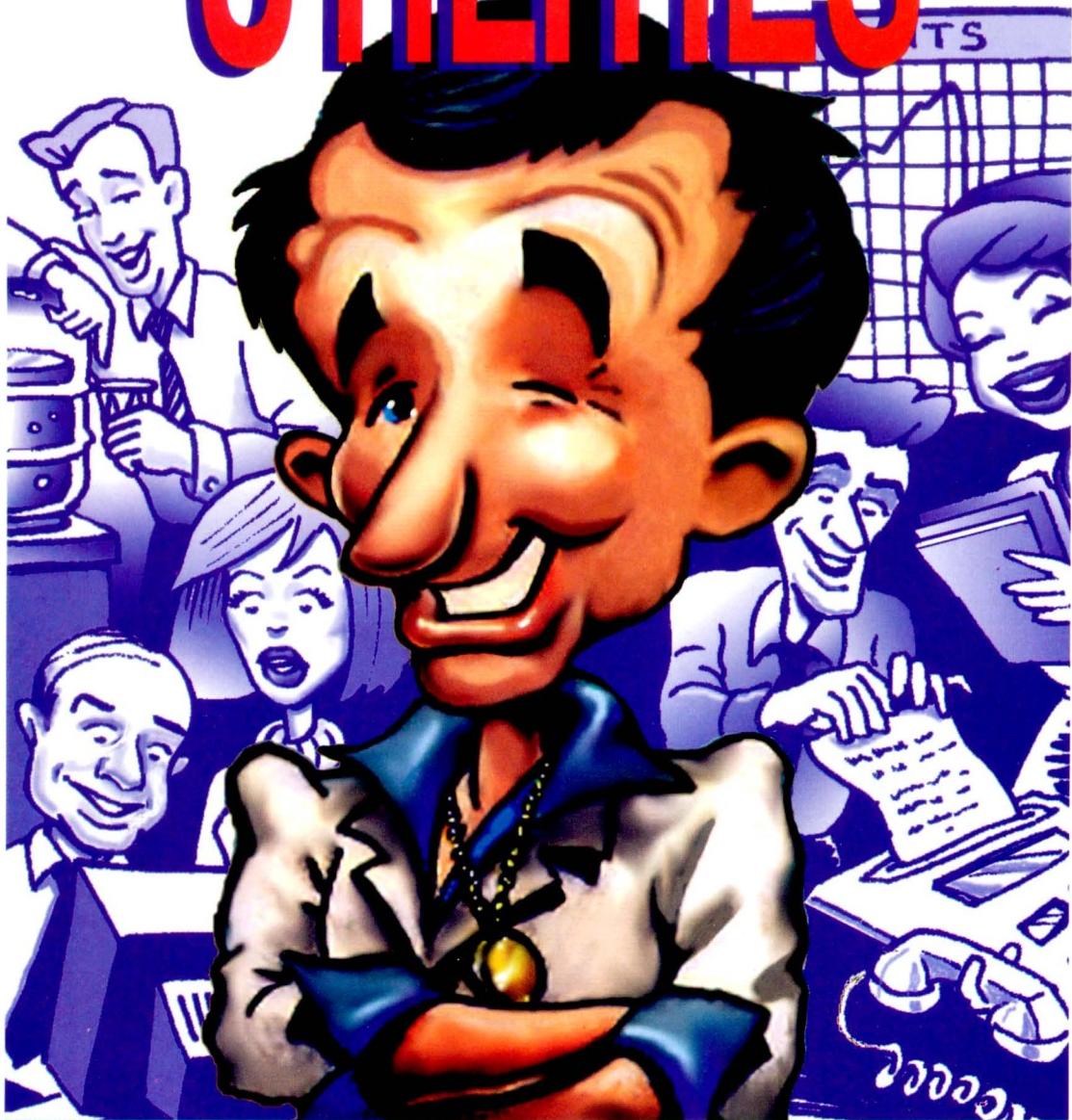
Yacht - A dice game for up to four players. Build poker hands by rolling five dice. Video captured dice on a flashing animated back-ground keep things rolling.

Pachisi - The classic board game for up to four players. Options include Ancient cowrie shells and two boards.

Children especially will love this collection. It teaches the games with variations in animation, lively music, and great sound effects (including applause for the winner). And you can learn the history of each game through conversation with the characters.

(Editors Note - If you like multi-player games like these, check out The Sierra Network Newsletter on pages 58 and 59).

THE LAFFER UTILITIES



Check out these actual screens and you'll understand why some people think The Laffer Utilities may replace the water cooler as American industry's symbol of non-productivity.



For *everyth*
that has no

It's coming. It's closer than you think. It's right behind you, but you can't see it. Your boss' birthday! Oh no, could that be the Holidays lurking behind the next page of your calendar? But what do you get for your co-workers? Your boss already has 26 coffee mugs. Look! Up in the sky! It's a nerd! It's a plane! It's *Laffer Utilities!*

The *Laffer Utilities* is the ultimate gift for your co-workers, your family, or yourself. Why? It's cheap! Okay, it's a neat product, too.

Oh yeah? What's so neat about it?
Well...

A day in your

Jokes

It's Monday morning. Your eyes keep closing; you're in danger of drowning in your coffee. Fire up the *Joke Data Base!* Instantly search through hundreds of jokes for one you haven't heard. Add in new jokes, or edit out old ones. Store your opinion of each joke's filth level and funniness!

WhatToDo

You're finally awake. Now you have to decide which projects to work on. It's time for *TLU's "Magic 8-Ball"* style decision making program! No harmful thinking involved.

Excuse Generator

Uh-Oh, you played with your 8-Ball too long. The boss is getting cranky. Quick, generate an instant excuse!

Headline

After that scare, you need to relax. *TLU's Headline* program will generate zany, random, tabloid headlines, often featuring your co-workers, for your reading enjoyment.

ing you do at the office thing to do with work!

BY LORELEI SHANNON

Computers revolutionized the workplace. They eliminated a lot of paperwork, connected you up with people who know something, and generally made you look like you're a together, organized person. Most importantly, they saved you time. So what are you going to do with all that time the computer saved you?

Waste it, of course, with *The Laffer Utilities*. It has a program for everything you do at the office that has nothing to do with work. You and your co-workers can look busy and productive while you create office pools, print obnoxious

signs, read jokes and play games. Outrageous clip art for fax covers and memos will make you the star of the steno pool. There are even a few semi-useful programs, too, and lots more good stuff.

More important than your current utility, more important than your memory manager or your monitor or your CPU, *The Laffer Utilities* allows you to waste time at work efficiently!

Show your boss and co-workers how much you really care. Give the gift of non-productivity!

life with *The Laffer Utilities*

Sayings

You're admiring your headlines when that cutie from Accounting asks your opinion. Your brain freezes! *Sayings* will generate a wise proverb, philosophy, or dumb Larry line to save the day.

Horroscope

Hmm, she didn't seem too impressed. Better consult your "horroscope"! It generates predictions, advice, and other stuff about *you* personally. Absolutely as accurate as newspaper horoscopes!

WDYWTGFL

It's time for that important question, *Where Do You Want To Go For Lunch?* *TLU* decides for you! Customize it with your favorite restaurants. Expense settings include: Fast Food, Inexpensive, Impressive and Company Credit Card.

Sound

Since you don't feel much like working, use the *Sound* program to generate office (or other) sound effects. Anyone passing by your door will think you're too busy to be disturbed.

Pool

You're back from lunch, full and happy. Time for the office pool! *TLUs Pool* program generates a blank betting pool form for any sporting event, and assigns random numbers to the completed form.

Bracket

Okay, you're on a roll. But how to keep your sporting events straight? *Bracket* generates brackets for single-and double-elimination-round tournaments. Get organized!

Windfall

Just in case you don't win the office pool, *Windfall* generates lottery numbers instantly. You may get lucky!

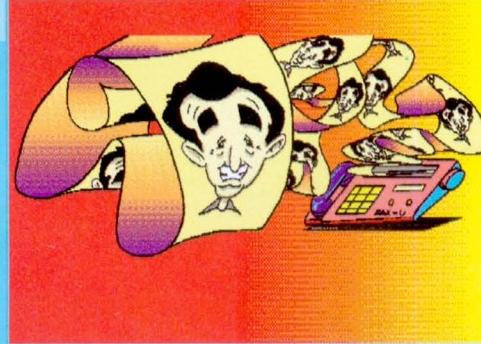
Announce

After all that work, you need a break. Use *Announce* to post a colorful announcement on your screen, telling where you've gone, and when you'll return. Use the optional password to keep that nosy copywriter off of your computer.

(continued next page)



Make up for what your current fax lacks. Try this great selection of funny (and useful) fax cover sheets.



"Where do you wanna go for lunch? The Laffer Utilities decides for you, using your favorite restaurants for a data base."

The "Pool" program is a safe bet. Keep track of all those office betting pools with The Laffer Utilities



"But seriously, folks..." The Laffer Utilities features an interactive joke data base with subject search and variable filth-o-meter.

Life with The Laffer Utilities

(continued)

Signs

You're back, but your office is ugly. Time to decorate! *Sign* provides automatic layout, centering, sizing, and printing of signs on 8.5x11 paper. Print your own message, or choose from a collection of standard "cubicle sayings".

Sign-Up

Oh no, you're in charge of the office picnic! Don't worry, *Sign-Up* prints forms with automatically sized and positioned clip art, headline, text, and numbered lines.

Forms

You need to look busy. Print up common office forms with your company name on them, and shuffle 'em around! You can even add funny clip art and headlines.

FaxCover

You want to ask that babe at the district office to dinner. Fax it! TLU can print up 8.5x11 fax

cover sheets with your company name and optional humorous clip art. You can include greeting card style messages. Who wouldn't be impressed?

Phone

You can't remember the fax number! With *Phone*, you just enter a name, title, department, or phone number, and it searches the employee database and displays complete information about any matches.

Birthday

It's time to go home! Could you have forgotten something? Check with *Birthday*. It compares the current date with the employee database and displays the names of those with upcoming birthdays. Eek! The boss's was yesterday!

The Laffer Utilities. It's like having Leisure Suit Larry for a co-worker. Nobody knows more excellent ways to goof off!



Need to step out? The Laffer Utilities has screens to let the world know where you went.



**CRAZY NICK'S
MUSICAL
MADNESS
HOT DEALS!!!**

See order form for details
(800)326-6654

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CM-32L Consumer Pack MS-DOS	\$545.00	\$449.95	\$95.05
CM-32L Micro Channel MS-DOS	\$645.00	\$549.95	\$95.05
LAPC-I	\$445.00	\$399.95	\$45.05
LAPC-I MIDI Interface	\$90.00	\$84.95	\$5.05
Combo LAPC-I and MIDI Interface	\$495.00	\$449.95	\$45.05
Master Tracks Pro	\$349.95	\$249.95	\$100.00

...And the BEST Deals on Music Cards!

ITEM	Regular Price	HOLIDAY SALE PRICE	YOU SAVE...
Soundblaster	\$170.00	\$129.95	\$40.05
Soundblaster - Micro Channel	\$349.95	\$249.95	\$100.00
Soundblaster MIDI Connection Box Bundle	\$129.95	\$89.95	\$40.00
Thunderboards*	\$129.95	\$99.95	\$30.00
Pro Audio Spectrum	\$275.00	\$249.95	\$25.05

*SoundBlaster Compatible

For 30 years, cartoon characters messed with your mind.

Now it's your turn.



Think how great cartoons could be if someone as *twisted* as you could call the shots...



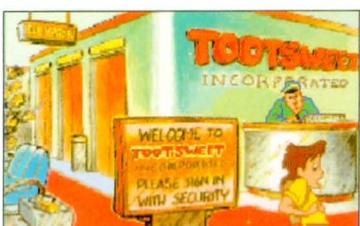
...They'd be full of the kinda well-developed characters you've always wanted to watch...



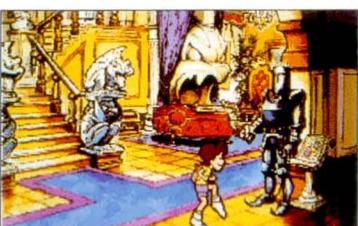
...And the high-quality, wholesome cartoon violence your mother said would rot your brains right out...



...And so much great art and animation you'd stare at the screen till you went blind...



...Plus music that'll bruise your eardrums. Which is why we aren't embarrassed to say...



...When it comes to Willy, "Nothing is weirder than he but thee". Or something.

Suggested price: \$59.95 * Visit your favorite software store or order by calling 1-800-326-6654



A cynical Saturday morning cartoon for slightly twisted adults.
And totally warped kids!

Dynamix
PART OF THE SIERRA FAMILY

History, Romance and Legend ^{of} Robin Hood

By Lorelei Shannon

Conquests of the Longbow



Sierra's latest adventure game, *Conquests of the Longbow, The Legend of Robin Hood*, promises to be more than just a showpiece for state-of-the-art graphics and animation. While Longbow really is quite beautiful, designer Christy Marx wanted to make sure it was not only playable and fun, but authentic.

There's no hype when I say I love the Robin Hood legend," said Ms. Marx. Well known for her detailed research on her previous Sierra game, *Conquests of Camelot: The Search for the Grail*, Christy has outdone herself with Robin Hood. The game includes authentic characters from the Robin Hood legends, historically accurate maps and artwork, and puzzles based on truly Medieval situations.

There's even an authentic medieval game, "Nine Men's Morris," that the player must win to gain an important item. A "Nine Men's Morris" board was recreated and included in the game box, so it can be played with human opponents as well. "Morris" could well be one of the oldest still-played board games in recorded history. The board has been found scratched into the roof of a 1400 BC Egyptian temple, in the ruins of Troy, and in the burial ship of a Viking ruler.

The puzzles in *Conquests of the Longbow* are deeper and more complex than you might expect. They involve logic, creativity, an understanding of the situation, and sometimes even moral judgement.

Many puzzles have multiple outcomes. It's possible to solve them in several ways (some more desirable than others). Every decision the player makes along the way can affect the ultimate outcome of the game. "This is a game with dozens of pathways through it, alternative situations as well as at least five layers of possible endings," said Christy.

Robin Hood requires a lot from its players: cleverness, skill, ingenuity, and integrity. It's worth playing more than once, just to see "what would happen if I tried this..." The research that went into this game is impressive. Christy Marx had an enormous task before her when she set out to sift through the Robin Hood legends, and distill a consistent set of tales to work from.

The first known written reference to Robin Hood was in 1377, and every writer for the following six centuries has

added onto the tales. From early ballads and poems emerged Robin the trickster, capable of pulling off daring deceptions in clever disguises. Little John, now known as Robin's right-hand man, was prominent in these early stories. Friar Tuck was added to the legends in the 15th century, and Maid Marian made her first appearance in the early 16th century. (She was actually a character from a French play that had nothing to do with Robin Hood).

The modern, popular versions of Robin Hood are often very different from the original ballads and stories. The notion of Robin as a noble defender of the poor was a late addition to the legend.

From this dizzying array of myth, legend, and the occasional well-buried fact, Christy Marx has woven a rich and multi-layered game story. She has added mysticism in the form of Druidic tree lore, magical objects, and the Green Man as a guardian for the enchanted, almost-living Sherwood Forest.

Christy then set this magical story into a totally realistic medieval England. She pored over dozens of books on English history, settling on the time of the third Crusade as her setting. She contacted the Nottingham Reference Library, which sent her a bounty of information about the shire in 1193.

One delightful detail in Longbow is the use of the Trip to Jerusalem pub, which actually exists in Nottingham and claims to be the oldest pub in England. Built into the caves in the sandstone cliffs beneath a Norman castle, the Trip to Jerusalem has its own romantic and dangerous legends already built in. Ms. Marx found it a wonderful addition. She said of her discovery, "These are the jewels in the rough for which I do so much research, to be cut and polished into game puzzles and background flavor."

Anyone who plays *The Legend of Robin Hood*, will appreciate just how much that research means to the entire game experience.



SEAL OF RICHARD I

Interested in Robin Hood, historical England, legends and myths? Here's a bibliography to get you started:

Bibliography (Non-Fiction)

- A History of England*
by Goldwin Smith
- A Traveller's Guide to Early Medieval Britain*
by Anthony Goodman
- Arms and Armor*
by Vesey Norman
- Encyclopedia of Archery*
by W.F. Patterson
- Encyclopedia of World Costume*
by Doreen Yarwood
- Folklore, Myths, and Legends of Britain*
by Readers Digest Association Limited, London
- Games of the World*
compiled by Frederic Grunfeld
- The Outlaws of Medieval Legend*
by Maurice Keen
- Robin Hood*
by J.C. Holt
- The Woman's Dictionary of Symbols and Sacred Objects*
by Barbara G. Walker
- The Woman's Encyclopedia of Myths and Secrets*
by Barbara G. Walker

Bibliography (Fiction)

- The Age of Chivalry, medieval romances, poetry and myths*
translated by Thomas Bullfinch
- Ivanhoe*
by Sir Walter Scott
- Richard the Lion-Hearted*
medieval romance
translated by Bradford B. Broughton
- Robin Hood*
by George Cockburn Harvey
(Christy Marx' personal favorite)
- The Adventures of Robin Hood and his Merry Outlaws*
by J. Walker McSpadden and Charles Wilson

Live the Legend of

Robin Hood

What if YOU were the noble prankster of Nottingham?



The year is 1193.
The place is England.
Good King Richard Lionheart has
been captured in Austria on his
way home from the crusades. His
wicked brother John rules with an
iron fist and the people are suffer-
ing. You must raise a ransom to
restore the King. Sound your
horn, good Robin, and summon
your Merry Men...



The Royal Map of Nottinghamshire will help you to find your direction, but how you reach your destination depends on your skill and ability.

Take aim at the archery contest when you go to the faire, you may win the golden arrow. Keep a close look-out for the elusive scholar.



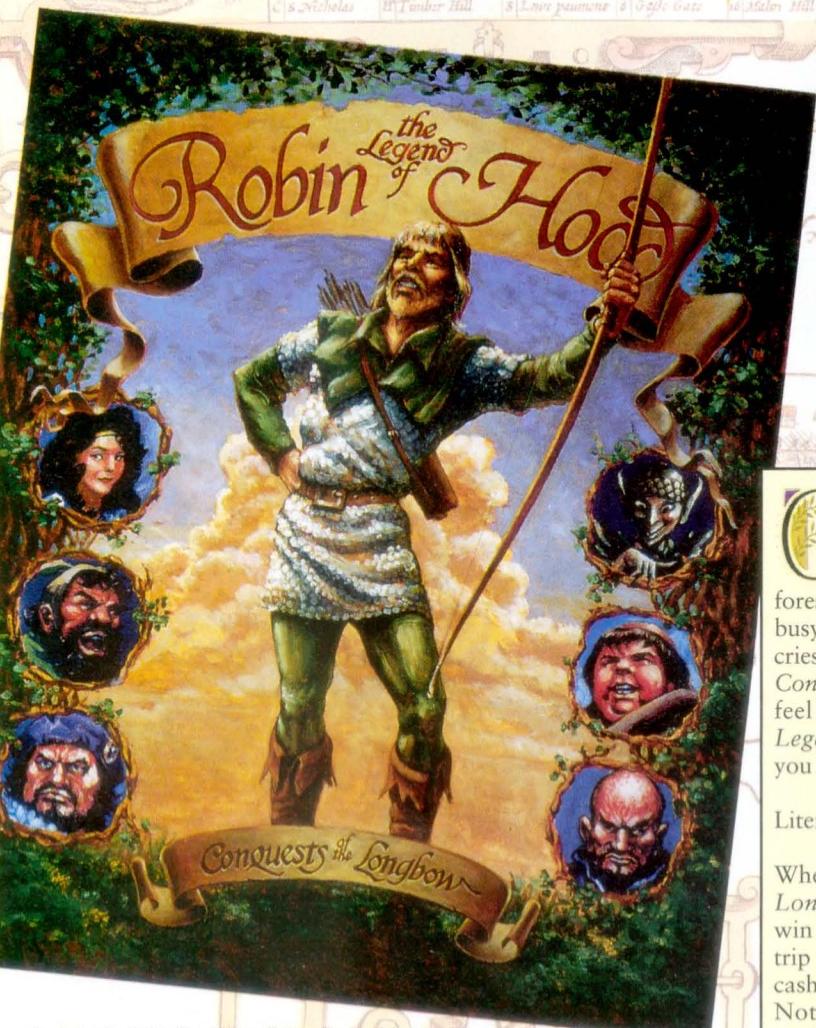
An actual game from the middle ages. When you play 'Nine Men's Morris' try to win the magic gem. You'll need it to keep you safe in The Pub.

Share the romance of Robin Hood's dreams of Maid Marian as she dances in an enchanted glade of Sherwood Forest.



WIN a trip to ENGLAND

and Sherwood Forest!



Look for the Robin Hood Win a Trip to England Contest
display at your local software outlet.

Fall 1991

Here's how it works:

Play and complete *Longbow*. You'll find five questions about the game on the entry form that is inside the game box. Write the correct answers on the entry form, and send it to Sierra.

The first prize winner will be the first randomly drawn correct entry. Second and Third prize winners will be the next 2,000 randomly drawn correct entries.

PRIZES:

1st prize - Travel to England and accommodations for two.

2nd prize - A FREE Sierra game. \$500 to be given away!

3rd prize - A FREE *Longbow* T-shirt. \$1500 to be given away!

Here's your chance to truly live the legend. What dost thou wait for, noble prankster? Get thyself to thy computer, and play!

OFFICIAL ENTRY RULES

1. All entries must be on the original entry form. Answers must be clear and correct on the entry form to win. The odds of winning a prize will be based on the number of entries received.

2. All entries must be postmarked by June 30, 1992 or earlier. Prize winners will be determined by Sierra On-Line. All decisions are final. Sierra assumes no responsibility for lost or misdirected mail.

3. The sweepstakes is open to residents of the U.S. and Canada. Employees of Sierra On-Line and their families are not eligible. Void where prohibited by law. Taxes on prizes are the responsibility of the winners. All federal, state and local laws and regulations apply.

4. If the first prize winner is under the age of 18, the parent or legal guardian must receive grant or first prize. All winners (or their legal guardians) must submit an Affidavit of Eligibility within 21 days of notification. By acceptance of prizes, winners consent to the use of their name and likeness in advertising, trade, and promotion on behalf of Sierra without further compensation.

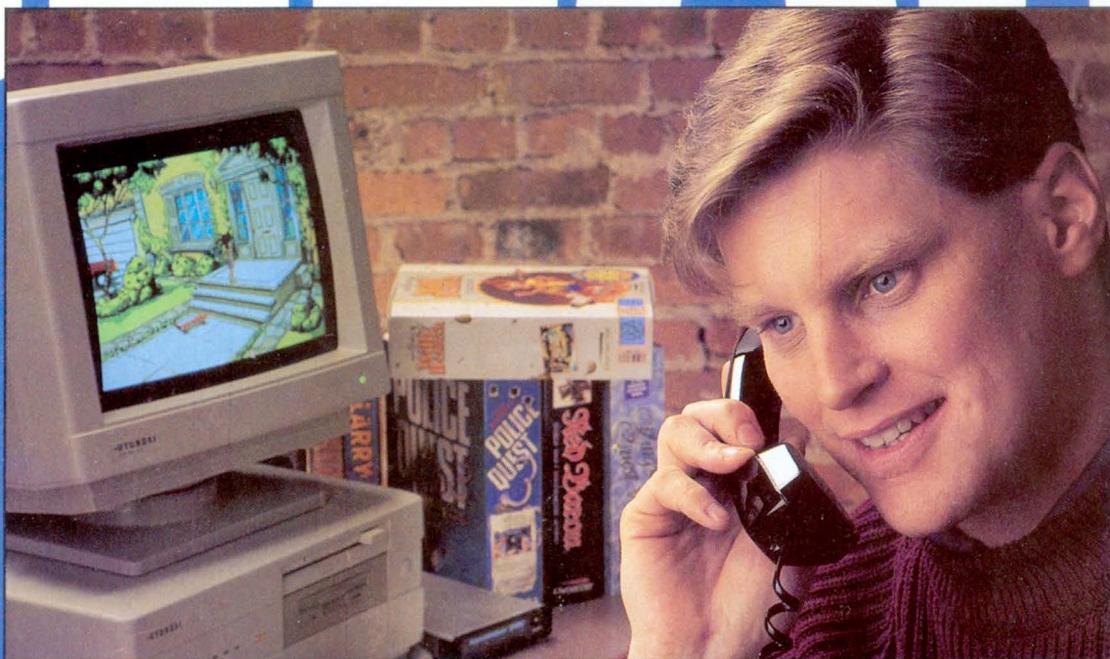
5. Winners will be announced in the Summer 1992 INTERAction News Magazine. In the event of non-compliance of winners for any reason, an alternative winner will be selected. All prizes that are returned to Sierra as undeliverable will be awarded to an alternate winner.

Can you imagine the beauty of the greenwood, the sweet smell of rain in the forest? The streets of Nottingham, busy with playing children and the cries of peddlers? When you play *Conquests of the Longbow*, you'll feel like you're really there. The Legend of Robin Hood will take you away...

Literally!

When you play *Conquests of the Longbow*, you have a chance to win an all-expense paid one-week trip for two to England. (Or \$3000 cash). You'll see Sherwood Forest, Nottingham, London, and other exciting historical sites. Walk in the footsteps of Robin Hood!

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Your satisfaction is guaranteed: we'll pick up the cost of switching your long distance to Sprint, and will even pay to switch you back if you are not completely satisfied. (Some restrictions apply.)

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*Offer valid only in the U.S. and for new Sprint customers. Not valid for FONCARD - only orders. Certain restrictions apply. Offer ends March 31, 1992.

tRate comparison based on Sprint PLUS rates (8/1/91) vs. AT&T basic state-to-state rates (7/1/91).

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Up To
\$120
Value



Choose the Unsurpassed Clarity of Sprint Long-Distance

Sprint long-distance service just became more valuable - up to \$120 more! Now, when you switch your home long-distance service to Sprint before March 31, 1992, you can select any Sierra game, free! And after enjoying six months of high-quality long-distance connections, you'll receive a second Sierra game as our free bonus.*

Only Sprint can offer

you a nationwide 100% digital, fiber optic network that provides the long-distance quality and reliability you need. Experience for yourself Sprint's "pin-drop" clarity that makes both your long-distance calls and PC data transmissions crystal clear and error free.

But unsurpassed call and data clarity is just one of the many benefits you will enjoy as a Sprint customer...

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When you spend as little as \$20 a month on long distance, you will receive automatic discounts of 20% over AT&T's basic rates on evening, night or weekend direct dial state-to-state calls. And 10% savings on your direct dial daytime calls. Spend

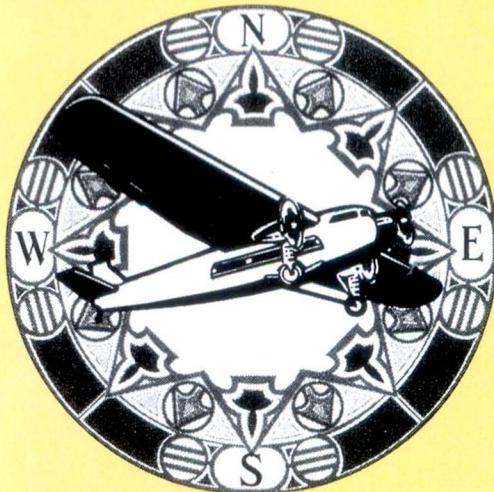
more and you'll save more - as much as 30% - without any monthly fees or calling restrictions!^t No matter what your home long-distance needs are, Sprint has a service or calling plan that's right for you.

Save On Long Distance When You're Away From Home, Too

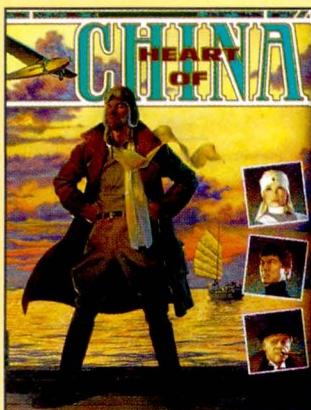
Sprint's FONCARDSM travel card lets you



CHINA HEART of CHINA



"Best Graphics of the year... Visually this is the best game of 1991 – in any genre."



Best Quest of the Month: Heart of China

By Shay Addams

Taking off in Hong Kong and soaring across Asia, Heart of China features characters who initially look all too familiar. At first glance I was tempted to sum it up as "Indiana Jones meets Bruce Lee in the 1930s."

An independent pilot, "Lucky" Jake Masters, teams up with a Ninja named Chi to rescue a nurse from a bandit king in the mountains of China. A time limit of sorts is imposed, for the \$200,000 reward for Kate's return is reduced \$20,000 with the passing of each day.

Lucky is an Indiana Jones-type character, with familiar background music and a picture of his plane superimposed on a map of Asia when he travels. However, George Lucas didn't originate such characters or gimmicks, which have been a mainstay of adventure films and novels for decades. And Lucky, if

you role-play him correctly, proves himself a man of more depth than the shallow, one-dimensional Indy.

Complications ensue

In fact, they ensue before Lucky even leaves Hong Kong. First he must cure Chi of his fear of flying and round up some herbs that prove vital halfway through the game. These and numerous other situations are dealt with by resorting to the effortless point and click icon system introduced in Rise of the Dragon to manipulate objects, or interacting with people by choosing one of several responses in a menu-based dialogue window. Usually shown in windows, the dialogue occasionally appears in cartoon-style bubbles when someone is thinking or talking to himself.

Rescuing Kate isn't as hard as it sounds, and comprises only about half the game. Getting her home is the other half. You, Chi and Kate will visit Kathmandu, Istanbul and other exotic destinations, traveling on

foot, by plane, and by train.

There are five alternative conclusions, depending on how you approach certain puzzles and interact with the people you meet (especially Kate and her father).

New Features

A new feature in DGDS, the Dynamix Game Development System, lets you play the role of more than just the main character. You can assume control over Chi or Kate by clicking on the appropriate icon, and victory hinges on eliciting cooperation among them by doing so. At times the program insists you act as a specific character, such as when Lucky gets locked up in Istanbul.

Another new feature is the plot branch. When an alternative solution exists, a signpost announces a "plot branch."

Dragon had six alternative conclusions as well as alternative solutions for puzzles, but most people never knew about them. The plot branches are one indication of these possibilities.

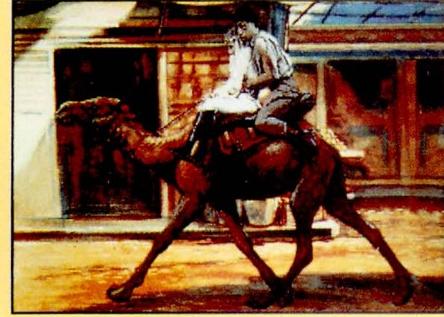
Your decisions at a plot branch may affect the flow



Keep a keen look-out as you travel through the crowded marketplace of China.



You thrill to daredevil adventures and edge-of-your-keyboard excitement.



You'll experience exotic customs and people. Watch out for thieves and killers.

"The digitized graphics are as deftly incorporated into the story as the multi-million dollar special effects were worked into the story of Terminator 2."

of the story but won't alter it significantly. There are two ways to enter the bandit fortress, for instance, by sending in Chi alone or going in together.

In addition to puzzles, there are two mini-arcade games (a tank battle and a fight atop the train), which you can bypass completely - and I did. Though I rated the game Novice level, it's not quite that easy to achieve the optimal of four endings.

Best graphics of the year

Visually this is the best game of 1991 - in any genre. Digitized photos of actors pop up in the midst of background scenes that were digitized from illustrations handpainted in acrylics, oil and other media. Seemingly animated sequences were created by photographing actors going through their moves, digitizing the pictures and displaying a series of sequential frames. For the introduction, they videotaped the actress playing Kate as she turned her head, then pumped that into the computer for refinement.

The startlingly life-like digitized photos stand out sharply against the subtle tints and hues in the backgrounds, where the play of light and shadow adds luster and texture to the drama.

Music and sound effects are equally enjoyable. You'll hear them all in stereo, if your machine is properly outfitted. The only thing missing is digitized voices, which will have to wait for CD ROM.

Conclusions: While some companies are content to use digitized images of actors solely for special effects, Jeff Tunnell and the Dynamix team are implementing this advanced technique in the creation of truly cinematic computer games. The digitized graphics are as deftly incorporated into the story as the multi-million dollar special effects were worked into the story of Terminator 2.

Until Heart of China opened at my local theatre, I was convinced that the notion of "interactive movies" was just another marketing term. Dynamix is one company

that lives up to its name: dynamics means "variation and contrast in intensity," which Tunnell accomplishes with well-timed yet unanticipated transitions from quiet conversations and suspenseful discoveries to fast-paced chase scenes with fire alarms gonging away.

With a skillful blend of dialogue and action, a subtle mix of suspense and humor, Tunnell orchestrates an experience for the adventurer/movie-goer so effectively, I'm surprised they didn't include a bag of buttered microwave popcorn in the package.



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THE SIERRA BULLETIN BOARD SERVICE

The Sierra Bulletin Board Service links you to a world of information directly from your home computer.

BY VINCE GERACI

Millions of people own personal computers and modems. Yet, so few take advantage of the vast telecommunications networks available. There are over 2,000 bulletin board services on line today.

The Sierra On-line Bulletin Board Service is part BBS, part customer service pipeline, and part hardware/software tech support. It has over 30,000 users each month and the numbers continue to grow as people find out what a goldmine of information and services it provides.



The Sierra BBS listens to you. They examine your questions, requests and uploads everyday. And it's no small task. Kerry Sergent (above) is just one of the System Operators that keep the Sierra BBS running smoothly.

GET A CLUE

Once inside the Sierra Bulletin Board Service, you'll notice that this is a very different kind of BBS. The people at Sierra On-Line are not only interested in providing you with an exchange of information, they've gone the full 9 yards to make their BBS an extension of their company.

Here's one example of how the Sierra Bulletin Board Service puts its arm around you and steps you through your most common computer game questions.

It's frustrating. You're just about to make a major move in your computer adventure and you can't figure out what to do next. Hold it, keep cool, don't lose your temper. There's a way you can instantly get game hints for FREE!

Imagine you're playing Leisure Suit Larry and you want to know how to score with Passionate Patti. Imagine every time you go into Mordack's laboratory in *King's Quest V* you get killed and don't know how to avoid it. And imagine that each time you encounter the seagull in *Heart of China* you



wonder what to do with its gift.

Now you can get dozens of hints on every Sierra/Dynamix game without calling a 900 number or buying a hintbook.

When you dial in with your modem to the Sierra BBS, you'll find a whole database full of Sierra/Dynamix game hints. It's a real money saver and even if you have to buy a modem it will pay for itself in no time (check out Sierra's SupraModem Super Sale on this page).

The Sierra Bulletin Board Service is an enormous world of savings, services and information.

There are breakthrough sale prices on everything from T-Shirts to Games to Hint Books to Sound Cards and Modems. And, these savings are available only to BBS users.

SNEAK PREVIEWS

You've read about them. You've seen glimpses of the box covers. You've even heard others talk about them. And now you can see actual game sequences of all the

new Sierra/Dynamix games. All you have to do is download a Sierra game demo from the BBS. It's as simple as that.

Now you can see just how great the game you want is before you buy it. Plus, Sierra/Dynamix game demos are posted on the BBS 30 days before they're shipped. So you'll get a first look at games before anyone else.

CUSTOMER SERVICE, TECH SUPPORT AND MORE

The Sierra Bulletin Board Service is an open forum where you can exchange information and most importantly gather vital computer game information. Fellow computer-entertainment hobbyists write programs, give hints, share custom graphic upgrades, and they even send in their 'save game' files to share with others.

The Sierra Bulletin Board is an overflowing fountain of computer entertainment resources.

Most newly developed computer programs released have a few

'bugs' in them. Sometimes even a new Sierra/Dynamix game will sneak through quality control with a bug or two.

But, Sierra has found a very efficient way to remedy any problems you may have with their games or your music card hardware. Now you can download special 'patch disk' programs that will repair any 'bugs' you may have been experiencing in any of their games.

Sound-card technology is rapidly advancing. If you need a music driver that's not included in your Sierra/Dynamix game program you can find a 'patch disk' on the Sierra BBS that may help you achieve compatibility.

Plus, customer service and tech support is as close as the touch of a key. Simply type your questions, problems, complaints or comments on the BBS support line and your request will be answered by mail in the order it is received.

HOW TO LOG-ON TO THE SIERRA BULLETIN BOARD SERVICE (IT'S FREE):

- Set your modem to No Parity, 8 Data Bits, 1 Stop Bit.
- Call 209-683-4463.
- Get comfortable and have fun.

EXTRA! EXTRA! EXTRA!

SupraModem Super Sale

For just **\$88.88** you can break into the world of network bulletin board services. There are over 2,000 bulletin board services available. You'll be able to make travel plans, get inside business, stock and financial information.

HERE'S WHAT YOU GET:

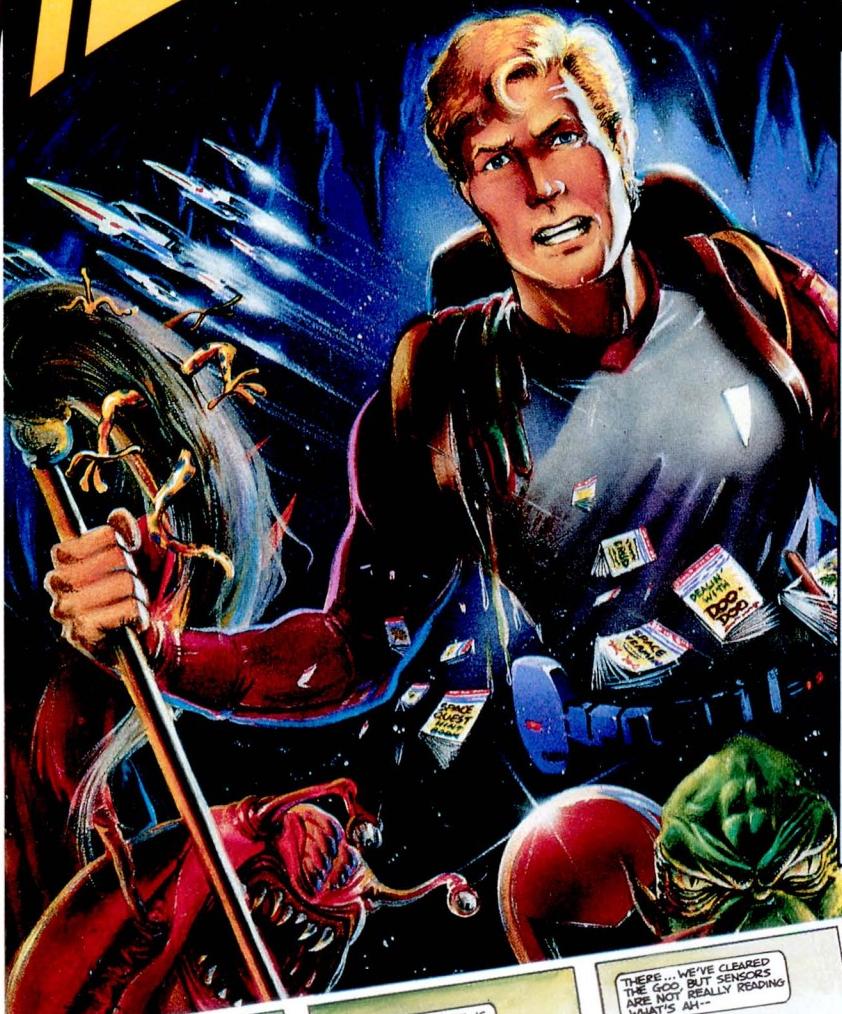
- SupraModem 2400
- Sierra On-Line Modem Control Program
- TSN Sign-Up Kit
- \$15.00 CompuServe Credit

Internal Modem Package.....\$88.88

External Modem Package.....\$128.88

To order call: **800-326-6654**
or use the convenient order form located in the back of this magazine.

THE ADVENTURES OF ROGER WILCO



"OKAY, SPACE CADETS LISTEN UP!"

Malibu Graphics liked me so much, they gave me my very own, full-color 3-part comic book series! It's 1950's style pulp at its finest, featuring dazzling art, witty dialog, and drooling monsters. Rocket through pages of *The Sarien Encounter Part 1*, and get a new, graphic look at the real Roger Wilco. Don't miss a single side-splitting, space-blasting, slime-slinging issue! Order your subscription today! For just \$8.85 you'll laugh into hyperspace with all three super 'spacesational' issues.

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MULTI-

Multimedia technology is finally ready for

MEDIA

home computer owners. But are home

COMES

computer owners ready for multimedia?

HOME

By Kurt Busch



In October 8, 1991, leaders of the personal computer industry gathered in New York City to deliver important news for consumers left dazed by the dizzying changes in CD-based technology.

The industry had actually established standards; standards for a technological revolution that had previously sent hardware and software developers careening breathlessly in a thousand directions while consumers tried helplessly to sift through conflicting claims and requirements.

Twelve major companies - including Microsoft, Tandy, and Phillips (the company that brought us the Compact Disc) - introduced a format called Multimedia PC (MPC). This means products from all of these companies will be 100% compatible.

It also means that multimedia technology is finally ready for the home computer owners. But are home computer owners ready for multimedia?

"I WANT MY MPC"



Ultimedia is an often-used and seldom-defined term. Basically, multimedia combines fast personal computer hardware with advanced storage and sound capabilities to create an interactive experience that boasts cinematic graphics, music, speech, and animation. At the heart of the medium is an optical information system - computer data on laser-read compact discs.

One CD holds as much information as thirty typical 20-meg harddrives and can read into memory the equivalent of a 360K disk in just over two seconds. In other words, a game stored on one CD could, in theory, contain the same



One multimedia compact disc holds as much info...



...as some 400 or 500 3.5" high density disks.



The computer industry gathered in New York in October to establish Multimedia standards

amount of information as one that stretched across some 400 or 500 high-density disks.

The process gets complicated (and confusing) when you have to decipher the systems requirements for the different companies trying to stake out a corner of the always evolving multimedia market. Some software will only run on a highly specialized system. Other products fail to take advantage of available music cards. Some programs are nothing more than old games ported over to CD, repackaged and reissued with no changes whatsoever.

Without compatibility standards for software development, hardware man-

facturers were reluctant to mass-produce systems. Without affordable systems on the horizon, most software publishers were reluctant to devote resources to optical media research and development. And, sadly, the big loser was the home computer owner who missed out on the almost limitless possibilities of multimedia applications.

MPC standards ensure compatibility on all products bearing the MPC seal. They establish minimum requirements that must be met to ensure a true multimedia experience from the product. These products must be judged acceptable by a panel of industry experts. Best of all, they must fully support a standard based on accessible (and affordable) equipment.

MPC - PLATFORM FOR THE 90s

John V. Roach, chairman and CEO of Tandy Corporation, said that MPC specifications "must be realistic and practical. The technology must be existing or imminent. It must meet the requirements of the target consumer in functionality and value. The new Multimedia PC specification meets all of those requirements. It is technically realistic and well-supported by key industry leaders, and it has an existing base of tools that is rapidly expanding and gaining momentum."

The 'base of tools' referred to (see requirements box at right) means owners of 80286 or 80386 computers can easily upgrade to multimedia. Mediavision currently markets a complete upgrade kit that includes an internal or external CD-ROM drive, a sophisticated music card, and some of the industry's most advanced multimedia software. The kit can be purchased through Sierra On-Line for as little as \$795.00 (see offer next page).



Look for the MPC Label. This seal is your guarantee of 100% MPC compatibility and quality.

MINIMUM HARDWARE AND SOFTWARE REQUIREMENTS FOR MULTIMEDIA PCS

- 10 MHz 80286 AT-type PC
- 2 megabytes of RAM
- 4-bit VGA graphics adapter/VGA monitor
- 3.5 inch, 1.44 megabyte floppy disk drive
- Serial/parallel/joystick ports
- 30 megabyte hard disk
- CD-ROM with CD-DA (Compact Disk-Digital Audio) outputs
- 101-key keyboard
- 2-button, Microsoft-compatible mouse
- MS-DOS 3.30, 3.31 or 4.01
- Windows 3.0 with multimedia extensions
- **Audio support:**
 - 8-or 16-bit DAC converter, DMA and interrupt
 - 8-or 16-bit linear analog-to-digital converter (ADC)
 - Music synthesizer
 - Digitally controlled analog audio mixer
 - MIDI-in/MIDI-out

(Note: This is a minimum configuration. Additional RAM and a faster microprocessor will provide better performance.)

-From Tandy's "Multimedia - More than you imagined"

You can keep track of MPC developments with "The Multimedia PC magazine". Subscriptions are \$14.97 a year (6 issues) and can be ordered from:
The Multimedia PC Magazine
Circulation Dept.
524 Second Street
San Francisco, CA 94107
(415)978-3158

MULTIMEDIA MADNESS: SIERRA'S SENSATIONAL CD-ROM SELECTION

By Lorelei Shannon

With Multimedia technology, every character you meet and interact with has a real digitized human voice. You'll hear King Graham bargaining with the Little People, Gir Draxton swearing revenge, Roger Wilco hollering for help.

The characters are fully lip-synched. With no text boxes in the way, you'll feel like they're in the same room with you. Sierra's hand-painted graphics and 3-D animation will pull you into new worlds.

Multimedia is the ultimate gaming experience. Read on.



Mixed Up Mother Goose in Multimedia lets pre-readers hear their favorite characters.



Jones in the Fast Lane in Multimedia brings a real feel to this "real life" computer board game.



Hear the sounds of interstellar combat in the Multimedia version of Dynamix' arcade hit Stellar 7.

MIXED-UP MOTHER GOOSE

This is a game even the littlest heroes will enjoy. Children travel to magical Mother Goose Land, where they must find the missing parts of 16 mixed-up nursery rhymes. Kids will hear the voices of their favorite nursery rhyme characters, as well as a charming and fun stereo soundtrack.

The no-typing, point-and-click interface makes it possible for even very young children to play independently. Delightful animation sequences reward the child's every success.

Mixed-Up Mother Goose teaches children logic and problem-solving skills, while introducing them to the world of computers in a positive and fun way. Available now!

JONES IN THE FAST LANE

Kids will discover that finding a job, paying bills, investing their money and balancing their budget

is tougher than slaying dragons or shooting spaceships—but it's just as much fun!

Along the way, kids will meet and interact with characters portrayed by digitized live actors. With Multimedia, each one has a real digitized human voice. It's hard not to talk back to them!

Will you get a job and an apartment now, or should you get more education? Should you put your money in risky bonds, or the bank? Kids will face and have to handle real-life decisions. Entertaining for adults, an eye-opener for kids, *Jones in the Fast Lane* is fun for everyone. Available Now.

STELLAR 7

A sizzling action arcade game that takes you to seven worlds of ever-increasing difficulty and danger. You're the commander of the super-tank Raven, and you're about to engage in a ferocious battle for the freedom of the galaxy.

The CD-ROM sound is almost overwhelming as you battle your way through seven worlds of alien enemies. The impressive animation sequences include digitized human voices, and even the briefing screens speak to you as you plan your attack.

From the opening sequence, a vivid portrayal of the launch of the evil Gir Draxton's forces, to the closing screens detailing your dramatic victory or agonizing defeat, *Stellar 7* is the best action around. Available in September 91!

KING'S QUEST V

Sierra's most richly cinematic animated adventure ever. The royal family of Daventry is missing, along with the whole castle! Join King Graham on a perilous journey to rescue your loved ones.

Aided only by a talking owl named Cedric, you'll face the mysteries of the dark forest, scale precipitous mountains, cross a scorching desert and an ominous ocean as you try to find the royal family. It's a

SOUNDS GREAT!

MULTIMEDIA AUDIO HARDWARE MADE SIMPLE

You're interested in Multimedia, right? You'd love to hear those digitized human voices, but you're not sure what kind of hardware you'll need. Never fear, we've made it easy for you.

Your computer must be a 286 or better, with VGA, 640K and a hard disk. We recommend a 386 machine.

Of course, you'll need a CD-ROM drive. Many are currently available on the market. Look for one with a data transfer rate of 150KB per second or higher, and an

contest of strength, wits and magic between you and the evil wizard Mordack.

King's Quest V multimedia is an amazing experience. Using the talents of over 50 voice actors, every character has depth and individuality. The stereo soundtrack and realistic sound effects pull you into the heart of Daventry. Live this latest King's Quest adventure to the fullest.

SPACE QUEST IV

Join Roger Wilco and the Time Rippers on a fantastic journey to the future and beyond. Stumble through time and space, staying one step ahead of the savage Sequel Police. They're out to make sure this is the last Space Quest ever!

Space Quest IV Multimedia must be experienced to be believed. Ever hear an alien talk? Ever hear a sniveling space hero or a giant mutant sea slug? Well, you're about to. Rip time with Roger, CD style.

With the first scrolling screens ever in a Sierra game, a

terrific rock 'n roll soundtrack, and a no-typing, point-and-click interface, *Space Quest IV* is the coolest space opera this side of the Milky Way. Available in February 92!



Ultimate Adventures. Multi-media versions of King's Quest V (above) and Space Quest IV bring new worlds to life.



SOUND CARD

MUSIC

VOICE

SOUNDBLASTER	Supports	Supports
AD LIB	Supports	
ROLAND	BEST	
DISNEY SOUND SOURCE		Supports
CD AUDIO		BEST*
PRO AUDIO SPECTRUM	Supports	Supports
SOUNDBLASTER COMPATIBLE (THUNDERBOARD, SOUNDBLASTER PRO)	Supports	Supports

*Not available on some games

NOTE: Two different cards can be combined using a mixer.

average seek time of under 500 milliseconds.

For Sierra's newest CDs, we recommend that you have a memory manager, either DOS 5.0 or QEMM, so you don't run out of ram. You won't need it for *Mixed-Up Mother Goose*, *Jones in the Fast Lane*, or *Stellar 7*, but it will eventually become a necessity.

Sierra's new multimedia games have 11 KHZ sampled sound. That means you'll need a soundboard of some kind to hear the voices, as well as a way to synthesize the music.

Soundboards combined with computers can become very complex, so we've provided you with a chart (above).

Many of these boards can be used together, utilizing a 4 or 5-voice mixer. If you are planning to buy a soundboard, but not a CD-ROM drive right now, plan ahead. Buy a SoundBlaster or another of the boards that will allow you to hear both voices and music. You can always upgrade to a Roland later.

Hear the voices. Hear the music. Experience the phenomenon of Multimedia.



Turn Your PC into a Multimedia Monster!

SIERRA'S MULTIMEDIA UPGRADE KIT

You're ready to take that step and plunge into the world of the Multimedia Personal Computer (MPC), but deciding on the equipment is such a pain.

Right? Nope.

You can get it all with Sierra's Multimedia upgrade kit. It's everything you need to turn your PC into an MPC. And just what do we mean by "everything"?

-The Pro AudioSpectrum Sound Board. It inserts into your PC and gives you a wide range of sound capabilities. It plays the music, voices, and sound effects for your favorite games. You can also record and play back your own voice or draw on libraries full of digital effects and music in stereo.

-Internal Sony CD-ROM drive. With massive amounts of memory.

-Hot New Software. Everything you need for Multi-media madness. Includes Microsoft Windows(tm) 3.0, Multimedia Extension 1.0, and the Hyperguide CD-based on-line user manual for Multimedia Windows.

-Software demos from leading developers.

-Compton's Multimedia Encyclopedia. Winner of the 1989 SPA Award for Best Use of a Computer, this comprehensive, informative and fun 26-volume encyclopedia will enrich your household. With 32,000 articles, 15,000 pictures and diagrams, 60 minutes of sound and animation sequences, this is one reference product that won't gather dust on your shelf.

-Jones in the Fast Lane Sierra's wild adventure game in "real life". It's Multimedia, so the digitized human actors have digitized human voices. Real life was never this much fun!

Sierra's Multimedia upgrade kit, will turn your 286, 386, or 486 PC into a genuine Multimedia Monster.

\$795.00

Order by Phone! 1-800-326-6654 Toll Free
Use your Mastercard, Visa, or Discover Card.
Or, send check or money order to:

Sierra Attn: Multimedia Upgrade Offer
P.O. Box 978
Oakhurst, CA 93644-9899

BUY WILLY



"Free neat watch in specially marked packages."

GET A FREE WATCH!

In specially marked packages.

Remember when you were a kid,
and had all the time in the world?

"Willy, it's time for school."
"Willy, it's time for dinner."
"Willy, it's time for bed."
Yeah, right.

Well, now at least you can keep time in the coolest way possible. Just mail in your Willy Beamish registration card along with the coupon you'll find in the box, and we'll send you a free Willy Beamish LCD watch. Featuring a colorful face and liquid crystal display hands, this totally awesome timepiece will make sure you're never late for frog-jumping practice.

Warning: Willy Beamish has been known to make people lose track of time!

Even with your rad new watch, you may well play Willy Beamish into the wee hours of the night. Why?

What if you could be 9 years old again...knowing what you know now?

Grab your skateboard, and zip into Willy's wild world. You'll meet and have to deal with enough bizarre characters to populate the Twilight Zone. Your mom's a turbo-yuppie. Your dad's neurotic and plays with your toys. Your little sister's a pain, your big sister's a bigger pain, and your best friend in the world is the ghost of your grandfather.

Now throw in the school bully, bad report cards, cranky teachers, evil industrialists, a hyperactive frog, a demonic babysitter, ninja tourists, and the cute little girl.

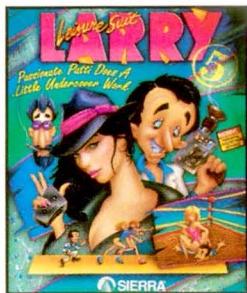
Are you getting the idea that Willy Beamish is serious fun? You're right. With cartoon-like animation, an outrageous stereo soundtrack, and an intuitive point-and-click interface, Willy's the coolest kid on the block!



SIERRA'S TOP TEN BEST SELLERS

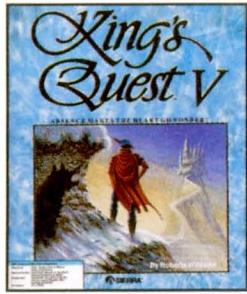
1

Leisure Suit Larry 5. Look at love from both sides of the gene pool! You'll play both Larry and Patti in this latest looney chapter in the life of everyone's favorite super-nerd. This time Larry's got to find a hostess for a primetime porn show, but he's up to his eyes in spies. Uh-oh, one of them is Patti! *Don't miss the Laffer Utilities article on page 26!*



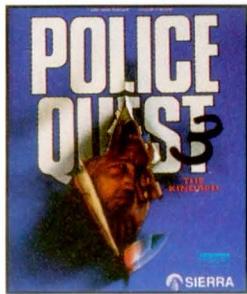
2

King's Quest V. Good King Graham's family is missing, along with the whole royal castle. Aided only by a talking owl named Cedric, you must face the dangers of the dark forest, scale towering mountains, cross a burning desert and a cursed sea as you try to rescue the royal family. *Winner of CGW Magazine's Adventure Game of the Year award!*



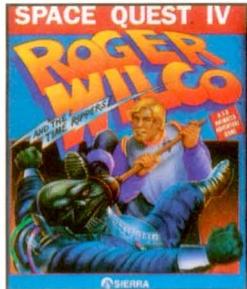
3

Police Quest 3. Jessie Bains' brother is out for revenge, and the target is Sonny's wife. You've got to keep your cool and stick to police procedure, because one mistake could be fatal. But if you die it won't be from boredom! Digitized live actors make this game frighteningly real. *Check out the Police Quest 3 video-capture article on page 46!*



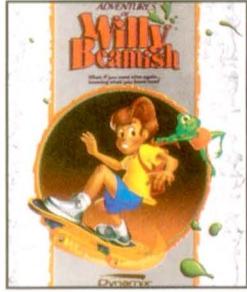
4

Space Quest IV. Join Roger Wilco and the Time Rippers on a rollicking 3-D romp to the future and beyond! Blunder through time and space, trying to stay one step ahead of the savage Sequel Police. They're out to make sure this is the last Space Quest ever! You'll love the hand-painted graphics and wild, warped humor.



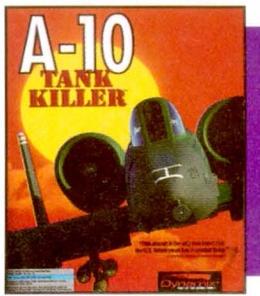
5

Willy Beamish. Willy's just a normal kid with a yuppie mom, a neurotic dad, and two ultra-pesky sisters. Then there's the party-animal pet jumping frog, the school bully, a demonic babysitter, ninja tourists, evil industrialists...childhood was never quite like this! *Get in on the Willy Beamish watch offer—see page 44!*



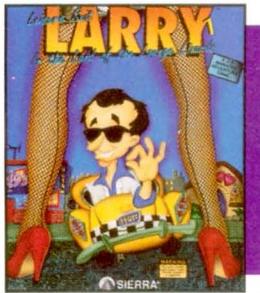
6

A-10 Tank Killer 1.5. Take command of the most devastating plane ever built, the A-10 Thunderbolt II! Fly low and dirty through smoke-filled battlefields, blowing apart enemy tanks with your 30mm "tank killing" cannon. Return victorious, leaving your enemies in a smoking heap of slag. This new 1.5 version features 7 Desert Storm missions!



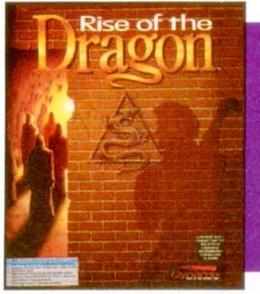
7

Leisure Suit Larry 1. Larry's back, and he's better than ever! Join The Prince of Polyester on his fabulous first adventure. The babes of Lost Wages are out there, and he's got one night to score. Totally re-illustrated, this classic game has a stereo soundtrack and a point-and-grope interface.



8

Rise of the Dragon. Flash into a grim future Los Angeles, where the life of the city is threatened by a devastating drug. An ancient evil has sensed that the time is right for return, and Blade Hunter, renegade P.I., is the only one who can stop the Rise of the Dragon. *Winner of CGW Magazine's Special Award for Artistic Achievement!*



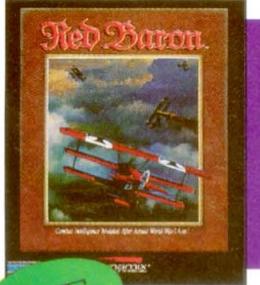
9

Space Quest I. Roger Wilco's first rollicking romp has been totally re-illustrated! Become the most famous mop-jockey in the universe, and take on the slimy Sariens. The new Space Quest I has a stereo soundtrack, hand-painted graphics, and a point-and-click interface. *Look for the Roger Wilco Comic Book article on page 39!*



10

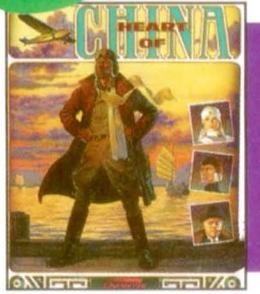
Red Baron. Soar back in time to World War I, when battle first took to the skies! Choose from 17 classic airplanes and fly spy missions, hunt zeppelins, or dogfight with the most deadly aces of the era. Red Baron is the most realistic and accurate World War I flight simulator ever! *Winner of CGW Magazine's Simulation of the Year award!*



TIE

10

Heart of China. You've been made an offer you can't refuse! The daughter of a ruthless land baron is being held prisoner in the mountains of China. You have just a few days to rescue her, or else! Digitized actors and hand-painted graphics make this 1930's adventure as beautiful as it is exciting. *See the Questbusters Heart of China article on page 36.*





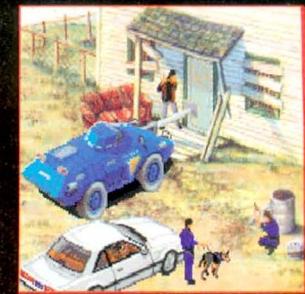
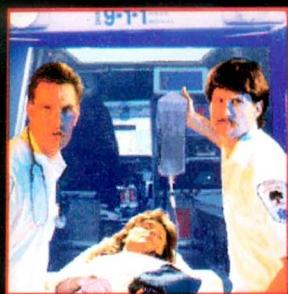
Each frame is meticulously hand-painted and digitized to create realistic animated action. These scenes from

LIGHTS! CAMERA!



The Magic of Video Capture.

The Video Capture process in action, live from the set of Police Quest 3. The heroes and villains are Sierra employees. The Video Capture to Animation process is complicated and involved, and when you see the resulting animation - WOW!



Police Quest 3 show how we incorporate actors into the action, drama and plot of each Sierra On-Line game.

INTERACTION!

By Lorelei Shannon

SIERRA'S VIDEO STUDIO IS located up the hill from Sierra, hidden in a little warren of offices. You'd never guess the people inside are making game magic.

From the shocking realism of *Police Quest 3* to the warped humor of *Space Quest IV*, Sierra is using the very latest technology in video-captured imaging to make the best games possible. Where the technology doesn't exist, they create it.

HOW IT WORKS

First, the art director, producer, and designer decide what the character should look like. Then it's a matter of casting. With almost 400 employees to choose from, it's usually not hard.

The level of detail needed in the actor's costume depends on the type of game. For *Laura Bow II*, which will have a very realistic look, the actors wear authentic period costumes. *Police Quest 3* has very little artistic enhancement, so careful costuming is required.

For *Quest for Glory III*, the characters will be artistically enhanced to a higher degree, so an approximation of the costume is all that's needed.

The lighting must be carefully set, just like in a movie.

Frequently the taping takes place against a background of Ultranet blue, which doesn't show up on videotape and will make the actor appear isolated in space.

The director and art director of the game being taped are frequently present to guide the actor's movements.

When everything is ready the actor is videotaped, and at the

That means we could animate twice as fast, allowing us to produce more complex and realistic animation. Our technology is always improving.

Once the taping is done, the digitized images are turned over to the artists. The cels created by *Movie 256* are used as a template to enhance, colorize, or alter the image in whatever way is neces-

Where the technology doesn't exist...

...We create it!

same time, digitized into the computer. The tape is kept as a backup and a piece of proprietary software created by Sierra called *Movie 256* turns the video feed into individual animation cels.

Movie 256 is capable of capturing 16 cels at a time, or five seconds of film time. That means many, many separate loops of action must be captured. Then the loops are strung together in the computer using a view editor. It's a lot of work, but if you've seen the games, you know it's worth it.

The video people hinted that *Movie 256* will soon be capable of capturing 32 frames at a time.

sary for it to fit the overall look of the game. Sometimes the characters look very much like the actors who played them, but sometimes their own mothers wouldn't recognize them. If you tour Sierra, look around. You just might see a familiar face.

When the video-captured actor has been turned into a walking, talking, fully developed Sierra character, he or she is placed against a background, and game graphics are born.

The video-capture process provides the highest quality character animation in computer adventure game interaction. It's also the most exciting...for you.

Technical Terms

Cel - A single frame of animation, either hand-painted or digitized.

Digitization - The internal process that takes place in the computer, turning a video or scanned image into a computer image.

'Rough' - is a term that means every movement, prop and background is stripped out and the characters' movements are evaluated for usage in the game.

Pixelization - Round features of video-captured images need to be pixelized. The artists manipulate each pixel to achieve realism.

Video Capture - The process in which a live actor is videotaped, and the video information is digitized into the computer.

SPECIAL FUN!
Check out the animation inside this magazine. Flip the pages from back to front and watch the characters come to life in the bottom left hand corner.



REPORT FROM CUSTOMER SUPPORT

NEW EXTENDED HOURS FOR CUSTOMER SUPPORT

Sierra Customer Service has always had the reputation of going way beyond industry standards to help their customers in every way possible. Disk problems, compatibility problems, memory shortages and any other issues are addressed by Sierra's reps, and doggedly pursued until answers are found. That's why at Sierra they say, "You don't just get our games, you get the support of the whole company."

Now Sierra On-Line is extending its customer service hours for the super busy Holiday Season.

***Customer Service's new hours from
December 1, 1991 to March 31, 1992 will be:***

***Monday - Friday - 8am to 9pm PST
Saturday - 8am to 5pm PST***

To serve you faster and more efficiently, Customer Service now has specialized Post Office Boxes for your inquiries:

CUSTOMER SERVICE

SIERRA
Customer Support
P.O. Box 600
Coarsegold, CA
93614-0600

TECHNICAL SUPPORT

SIERRA
Technical Support
P.O. Box 800
Coarsegold, CA
93614-0800

HINTS

SIERRA
Hint Dept.
P.O. Box 200
Coarsegold, CA
93614-0200

PATCH DISKS

SIERRA
Dept 10
P.O. Box 485
Coarsegold, CA
93614

ORDERS

SIERRA
Sales Dept.
P.O. Box 978
Oakhurst, CA
93644-9899

DR. BRAIN ANSWER #3

A truth-teller will never call himself a liar, because that would be lying. Nor will a liar, because that would be telling the truth. So anyone who tells you that a robot called himself a liar must be lying. You'd better open the red door. If you open the blue door, you'll end up in an elevator that turns and twists its way around until it finally deposits you on the far side of the bridge.

HINTS

ON HINTS

NOW YOU CAN ZIP THROUGH SIERRA'S 900 HINT LINE AND GET BACK TO GAMING IN A FLASH. HERE'S HOW:

If you've ever called Sierra's Hint Lines at 900-370-5113 California or 900-370-5583 you know how extensive and huge this database is. In this continuing section of *INTERAction Magazine* we will endeavor to make your calls as short as possible so you **SAVE MONEY!**

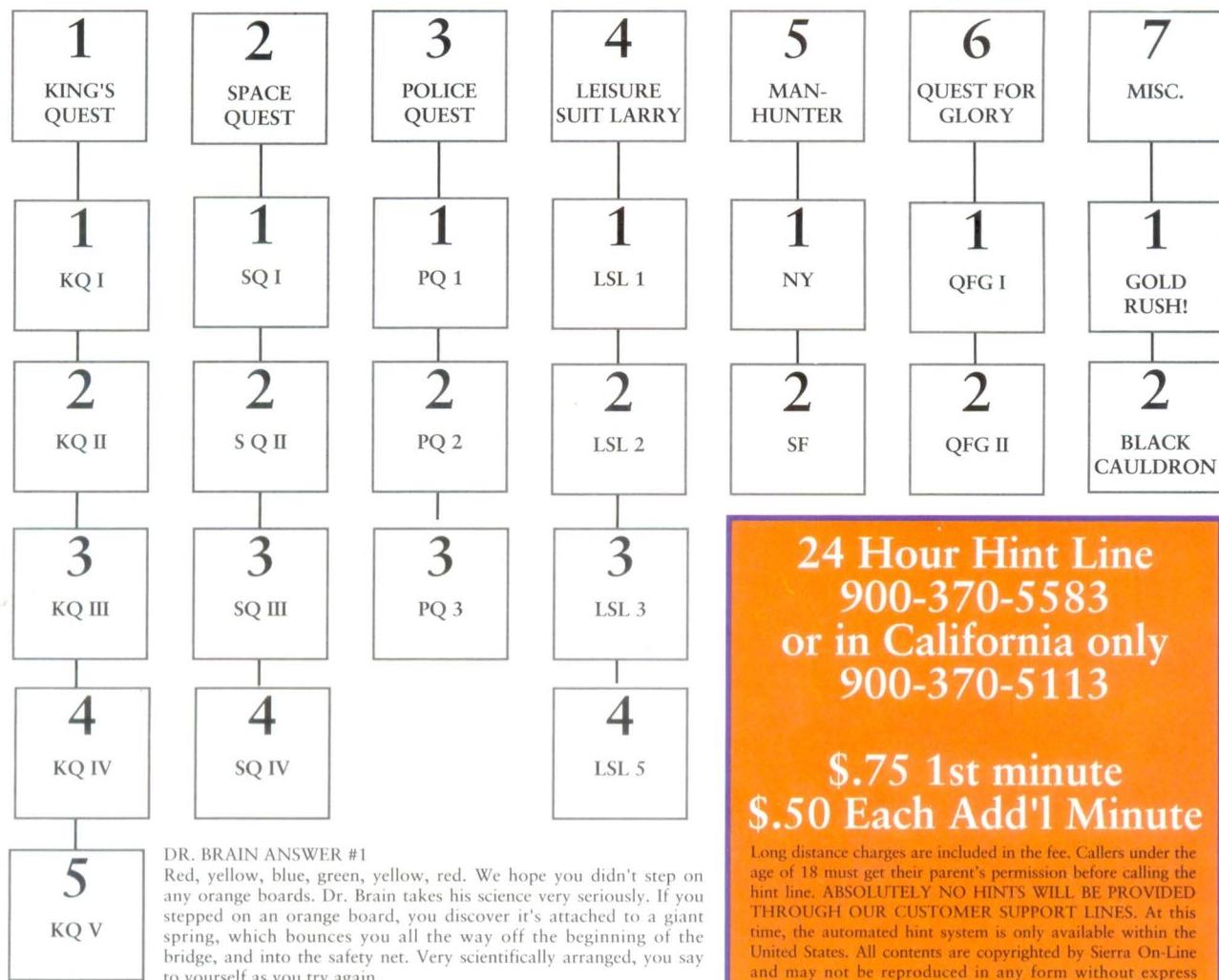
Our first installment of the Hint Line 'map' shows you how to get to the game you've called for in a snap. As soon as you hear the choices begin, press the number on your touch-tone phone and listen for the hint on the section of the game you've chosen.

Here's an example. When you hear "to select the game series choose from the following:"

Press the game series number from the chart below before the voice message finishes and you'll jump immediately to the game hints you want.

You'll save money by being on the phone for a shorter period of time. And, you'll get back into your game faster and have more fun.

SERIES

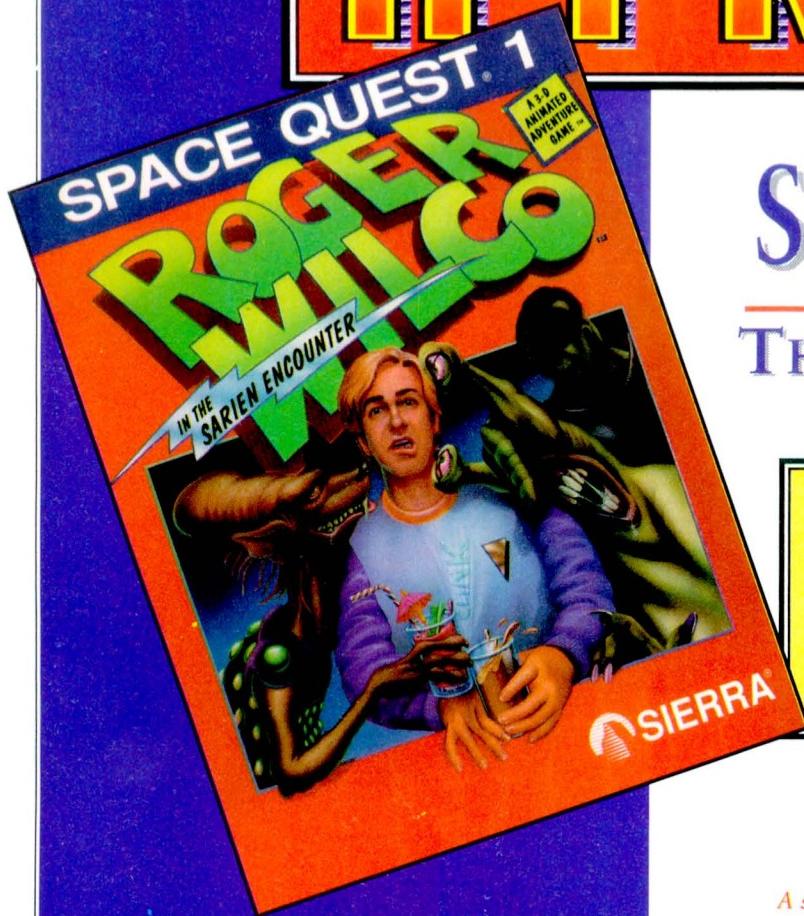


**24 Hour Hint Line
 900-370-5583
 or in California only
 900-370-5113**

**\$.75 1st minute
 \$.50 Each Add'l Minute**

Long distance charges are included in the fee. Callers under the age of 18 must get their parent's permission before calling the hint line. ABSOLUTELY NO HINTS WILL BE PROVIDED THROUGH OUR CUSTOMER SUPPORT LINES. At this time, the automated hint system is only available within the United States. All contents are copyrighted by Sierra On-Line and may not be reproduced in any form without express written permission.

HINTS



SPACE QUEST I THE SARIEN ENCOUNTER

Are you finding things aren't so hot on the desert planet of Kerona? Keep cool. The hints below will help you find your way around the sinister, sandy stretches of Space Quest I, The Sarien Encounter.

ON KERONA

A spider Droid keeps wasting me on Kerona.

You need to find a trail that will lead to the top of the cliffs. Once on the trail you are safe for the time being. As you approach the cliffs after leaving your pod, stay toward the bottom of the screen and continue walking to the right until you reach the trail.

I found an underground door but I can't open it.

You need to put a rock in the geyser. The rock is near the point where you exited the elevator.

How do I get past the laser beams?

You need a highly reflective piece of glass. You will find it outside of the pod where you crashed. Walk to the rear of the pod and face the pod. Pick up the glass.

Use it to reflect the laser beams, shorting out the mechanism.

I found the holographic alien but I can't understand what he's saying.

You need your dialect translator and you need to turn it on. We suggest turning it on as soon as you get it on the Arcada. It's located in the left closet in the airlock room. Make sure you turn it on at least a couple of screens before you see the holograph image. type: "turn translator on".

I found the Orat. Now how do I kill him?

There are two ways. One is to let the spider droid follow you into Orat's cave and hide behind the rock. The spider and the Orat will find they're not compatible.

The other way is to throw the water from your survival kit. You did find the survival kit at the crash site, didn't you?

HINTS

GETTING STARTED WITH GOLD RUSH

IN BROOKLYN

What can I do in the park in Brooklyn?

Walk into the gazebo. Type "get flowers", then type "look down". You will see a gold coin under the cracks in the floor. Type, "get coin". You can take the flowers from your parents' graves in the graveyard, and use the coin in California.

What do I need before I leave Brooklyn?

You will need the gold coin from the gazebo, the letter from the Post Office, and the family photo from your house. For

the Panama route, you will need the mosquito net from the hardware store. For the Cape route, you will need fruit from the grocery store.

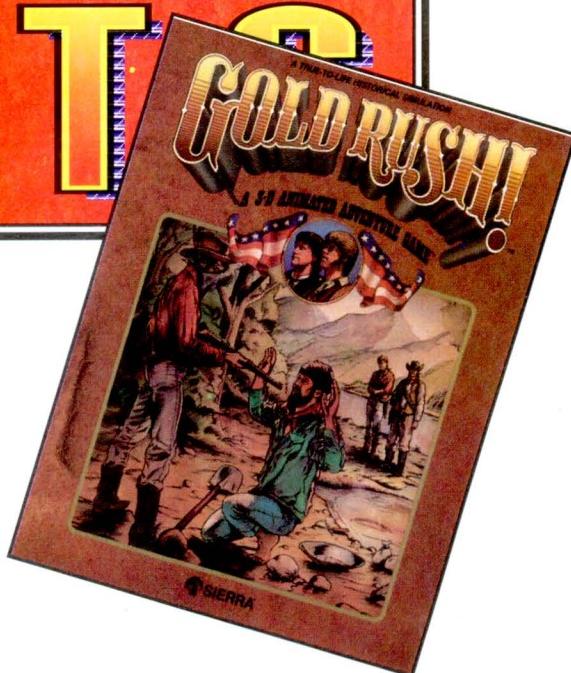
OVERLAND TREK

Indians keep stealing my mules.

Choose the mature oxen. Indians won't steal an ox, and mature oxen are hardy enough to withstand the desert heat where young oxen get weak and die.

CAPE ROUTE

I keep starving during the trip.



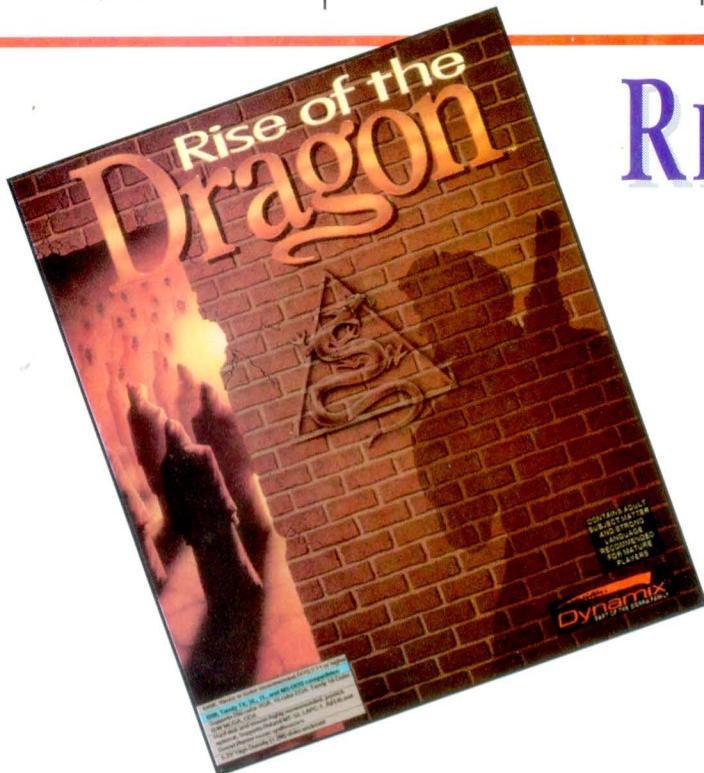
For maximum points, gather all the objects on the ship to make a fishing pole, and fish. You may also eat the pig sometimes, though it is usually poisonous.

To make a fishing pole you will need a paper clip from the Captain's quarters, string from your bunkroom, metal scraps from the floor next to the machine, and a shovel handle from the engine room.

PANAMA TREK

When I cross the river I sink into quicksand.

The quicksand will always be there. Through trial and error you can find the way to cross. Start at the indentation on the bank. About half-way across, walk north a few steps, then continue across to the east. Save your game often.



RISE OF THE DRAGON

Karyn just keeps yelling at me. What should I do?

You will need to show Karyn that you are sorry for standing her up last night. You should have purchased a dozen roses from the flower vendor in front of the city hall. Use your ID card to pay for the roses. Apologize to Karyn, and give her the roses. When she offers to make a date for tonight, take her up on it!

I got a bullet-proof vest but I can't seem to put it on.

In order to put on the bullet-

proof vest, you will first need to remove your trenchcoat. If you do not remove your trenchcoat first, you will not be able to wear the vest.

I keep getting arrested at Chen Lu's.

The police have already started on their way to the apartment. You will need to get in, get Chen Lu's ID card from his Vid-Phone, and come back later. If you spend too much time in Chen Lu's apartment, the police will catch you there.

POLICE QUEST 3

Almost too real.

Get this Police Quest compact patrol light FREE
when you order direct!

Only 6" long - fits in your glove compartment. Hard plastic body with super-bright krypton bulb.

To order, call 1-800-326-6654

(outside the U.S., 209-683-4468)

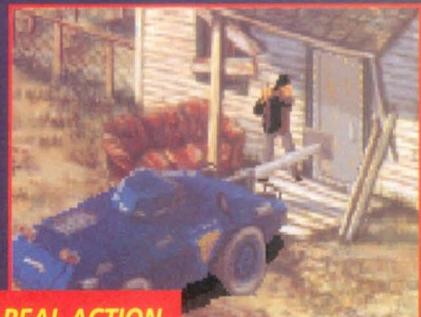
Or buy Police Quest 3 from your software dealer and send us the original dated receipt.

Retail Price: \$59.95



REAL ACTORS.

Our most technically ambitious game ever. Characters video-captured and animated for hard-hitting realism.



REAL ACTION.

Use authentic police procedures if you want to survive. So realistic, police departments use Police Quest as a training tool.



REAL CASES.

Follow a dangerous and puzzling trail of crack deals and brutal cult killings.

Plus a soundtrack
by *Miami Vice's*
Jan Hammer



 **SIERRA®**

Mixed Up Fairy Tales

CONTEST

RULES

Where, you may ask, is the contest? It's here. It's there. It's everywhere! Hidden in the next two pages are the pieces of a Mixed-Up Fairy Tale called Rosella's First Quest. Your mission? Find the pieces, cut them out, (or photocopy them) and put them in the proper order. When you're done, send it in to: Fairy Tale Contest, Sierra On-Line, Box 1103, Oakhurst, CA 93644.

Ten winners will be chosen from a random drawing of all correctly completed Fairy Tales received postmarked no later than December 15, 1991. Each winner will receive a free Sierra software product of his or her choice. All winners are chosen at the sole discretion of Sierra On-Line. All entries become the property of Sierra On-Line. Void where prohibited by law.

Include your name, address, and telephone number with your entry, please.



Turn page for
more Adventure!

When she found him, he was standing on a board, kicking the ground and saying words Rosella had never heard before. A green frog was sitting on his shoulder. "Hi, my name's Willy," the boy said. "How do you skateboard around here?"

"I am the Bookwyrm," said the dragon. "And I did indeed see your football. The Bookend ran past carrying it. But then a tall blond man in green took it from him and ran away."

"My name is Laura Bow," said the young woman. "And I took your football as evidence in the bonking of one Larry Laffer. But a policeman took it away from me."

"Thank you," said Rosella wearily. She plodded off through the woods. Hours went by. The little princess was ready to give up. Then she came to a clearing and there was...the royal castle. With a sigh, Rosella headed home.



"I'm not a knight, I'm Sonny, a policeman. I took your football for an official investigation. But when we found out Larry Laffer was involved, we decided not to prosecute the bonker. Some guy in a white coat took your football."

CONTEST MAP

"Oh," said Rosella. She went to look for the little boy.

"Yeah, I had it. But this lady with curly hair said it was evidence and ran off with it."

"Thank you," said Rosella. She kissed the frog. Nothing happened, but the frog grinned. Rosella journeyed on.

"Have you seen my golden football, piggies?" Asked Rosella.

Rosella looked around the man in white, but her football was nowhere to be seen. She went further into the woods. Soon she saw a dragon, sitting on a hollow log and reading.

Rosella and her football lived happily ever after. That is, until her father got terribly sick one day, but that's another story...

Rosella shrugged, and went into the forest the way they had pointed. She came upon a man in white, lying on the ground and clutching his head.

Once upon a time, in the kingdom of Daventry, there lived a little princess named Rosella. She had a kind and loving father, King Graham, and a beautiful and good mother, Queen Valanice. Rosella had everything a little girl could want.

One day, Rosella was in the courtyard playing with a golden football. (she was a tough little girl even then.) She gave the ball a mighty kick, and it flew over the wall.

"Thank you," said Rosella. She was getting tired. She trudged along, and finally found a man in a white coat writing furiously in a notebook."



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SIERRA AND DYNAMIX: Award Winning Excellence!

by Lorelei Shannon

Computer Gaming World Magazine has released its choices for top entertainment software of 1991. Sierra and Dynamix took 3 of the 8 awards possible!

KING'S QUEST V was awarded Adventure Game of the Year. This award was given to KQV not only because of its stunning graphics, game contents, and incredible success, but as a tribute to Roberta Williams and the whole King's Quest series. On *Computer Gaming World*'s 10th anniversary, they found it appropriate to salute Roberta as a gaming pioneer, and *King's Quest* as a remarkable achievement in computer entertainment software.

"*King's Quest V* deserves special recognition...as an exemplary work in a gold-medal series. By using digitized paintings, parserless interface, the exceptional musical talent available at Sierra and her own unique blend of fairy-tale based puzzles, Roberta has created perhaps the crowning glory of her King's Quest series."

-CGW Magazine

RISE OF THE DRAGON was given the Special Award for Artistic Achievement. This award is given to games that have gone the extra mile in serving up a complete entertainment experience. *Rise of the Dragon*'s moody, atmospheric

look and tense, gripping soundtrack made for a winning combination.

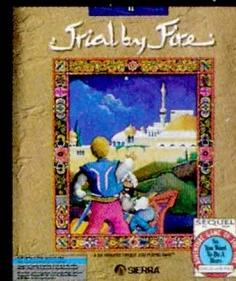
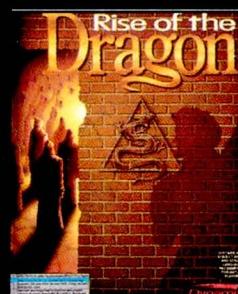
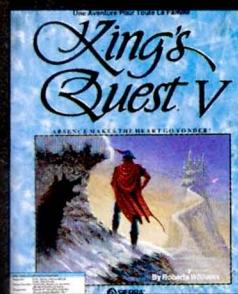
"Everything about the game is beautifully rendered and consistent with the dark, brooding nature of the game's cyberpunk plot. The musical score, digitized presentation of graphic novel-style art, threatening dialogue and digitized film clips all combine to present a worthy and formidable entertainment experience."

-CGW Magazine

RED BARON was given the Best Simulation Game of the Year award. The staff at *Computer Gaming World* found their readers wildly enthused about Dynamix' ultra-realistic World War I flight simulator. Gamers found it richer and more powerful than any other flight sim currently on the market.

"*Red Baron* stakes out new ground in advanced graphic techniques, flight dynamics, campaign versatility and entertainment value. Whether one focuses on the look, sound or play of the game, one experiences a vibrant, exciting encounter with history and emotion."

-CGW Magazine



Congratulations are in order for designers Roberta Williams, Jeff Tunnell, Damon Slye, and all of the people at Sierra and Dynamix who made these games a reality.

QUEST FOR GLORY II is a winner in *Enchanted Realms*. *Enchanted Realms*, the premiere adventure gaming journal for the Amiga, has awarded *Quest for Glory II* their Distinctive Adventure Award for 1990.

Realms reviewer Mack MacRae says: "...I have found a product of 1001 delights: Sierra's *Trial by Fire*."

"...those who love a good adventure with intriguing puzzles, entertaining characters and lively humor will think they've died and gone to heaven. Authors Lori and Corey Cole have outdone themselves with a creative and complex fantasy, and you will spend many hours in this garden of delights. Do not walk to your local software store to pick up this game—RUN."

Congratulations to designers Lori and Corey Cole, and the many others who worked on *Quest for Glory II*.



NEWS

A Publication of The Sierra Network™
"Where People Meet People To Have Fun"

VOL. 1, ISSUE 1

THE SIERRA NETWORK NEWS

WINTER 1991

THE NATION EMBRACES TSN

by Vince Geraci

The response is overwhelming. The Sierra Network has proven to be a breakthrough in computer game network entertainment. 'Electronic neighbors' across the country have been signing on by the dozens. And what a blast they've been having.

Checkers partners are forming groups for regular lunch hour games (of course, TSN has no comment about playing games on the network at work).

The interactive structure of TSN allows people to hold 'real-time' competition and conversations. Talking to a neighbor living half a continent away is as simple as chatting over your backyard fence. You and your bridge or chess partners can get together for your regular game, at your regular time, even though you all live in different states.



You can make different personas for your friends and family so anyone can play TSN in your home.

And look at this. Recently firestorms ravaged the Oakland, California area, over a thousand homes burned to the ground. The Sierra Network provided dozens of folks who have friends and relatives in the Oakland area with minute by minute reports on the path of the destruction.

It was a relief to see your friends in the area come back on-line after the fire was out. When news breaks, TSN is there.



Steve Sands and bride to be Margie Wachtman fell in love on TSN.

NEW GAME ON TSN? 'CUPID'S ARROW'

It's not exactly a new game. In fact, it's been around a very long time. It's the game of love and it appears to be a favorite with the folks on TSN.

The charm of playing games on TSN is that all the while

you're logged-in, you can talk with others and form friendships, clubs, special groups, make dates, and even fall in love.

Here's a letter TSN recently received from SteveS and MargieS(2b) (aka Steve Sands and Margie Wachtman of Orange, CA.)

"I met Margie and TSN around the same time. I didn't know who to love more so I fell in love with both. . . (TSN makes for a great cheap date except it doesn't have a kissing option.)

On August 30, 1991 at 3:00 pm, I got down on one knee and asked Margie to marry me. We will be getting married on July 11, 1992."

TSN love birds Tracy Myers and Greg Wilson have also decided to link up in marriage. Maybe TSN should get an online Justice Of The Peace.

TSN congratulates all the men and women that have been successfully playing 'Cupid's Arrow'.

TSN
EVENTS
UPDATE

COOKING, CAMPING & FUN



▲ TSNer's enjoyed plenty of good food and conversation at the recent pot-luck cookout in Oakhurst.

◀ When you meet fellow TSN game partners in person, you feel like they're already good friends.



Over the weekend of September 27-29 TSNers came to Oakhurst from all over California for a pot luck feast at Dore' Zwingman's house. It's truly an exciting experience when you get to meet your computer network friends in person.

On Saturday they all headed up into the Sierra mountains for a group campout. They played cards and games with each other, including volleyball and football. And, it was a beautiful day for a western style barbecue and a splendid campfire gathering.

Events like this have been



What could be more fun on a campout in the Sierra National Forest than a game of cards with your TSN friends.

sprouting up all over. In San Diego, TSNers have planned a Mexican Potluck. And, on October 19 a group spent the day together at Knotts Berry Farm amusement park and later relaxed at a jacuzzi party.



TSN HELPS YOUNG MINDS LEARN AND HAVE FUN

Kids love to get on The Sierra Network and talk and play games for hours. It's safe to say that in their future computers will be as commonplace as a pen and paper. Many adults are still 'computerphobic'. But, with TSN anyone can use a computer.

What really makes it great for children is that it's educational and fun. Kids learn basic computer and typing skills, communication skills conversing with other players, and it can really improve their reading ability.

The best part is that it's

interactive. Unlike television which is a passive medium, TSN provides a family environment of friendly neighbors. Everyone on TSN loves to play games and while they play they love to talk. It really builds a child's social awareness and character.

A TRUE CONSTANT COMPANION

TSN has received dozens of letters from all kinds of people. One group that plays regularly are the hearing impaired. It's the perfect entertainment. You type in greetings to your friends and read their responses. There's

always plenty of people to play games with and you all speak the same language; fun.

Many elderly people and shut-ins have expressed how beneficial TSN has been to their lives. For some folks the

only way they can leave their homes is through TSN. One woman wrote, "TSN is truly my constant companion." (Just a note, *Constant Companion* is the name of TSN's software program.)

Finally there's a TSNetter who is partially paralyzed and attributes a good deal of her therapy to playing games on TSN. She didn't know a thing about computers when she started. Now it not only keeps her active but she has a lot of fun.

LETTERS FROM TSNetter's

"I've made more friends in one evening on TSN than I've made on Prodigy in a month."

Terry Howard - N. Miami Beach, FL

"You can chat, discuss mutual interests, argue politics or religion, and never once be "doubted" for how, or what, you appear to be on the screen. In other words, people must judge you on what you say and do, for everyone knows that your appearance could be an outright fabrication."

Donald D. Beavers - Anaheim, CA

"TSN people are people more than willing to make you feel at home, like a good family does."

Clinton (Ferret) Warren - Sunnyvale, CA

"I had a massive stroke. When I returned from the hospital, I was partially paralyzed and very depressed. TSN helped me regain my fine motor control, finger dexterity, hand/eye coordination, verbalization skills, etc."

Doreas (Dore) Zwingman - Oakhurst, CA

"Sierra has made a breakthrough in computer entertainment once again."

David Shivak - Regina, Saskatchewan, Canada

"I've met lots of friends on TSN, that I probably wouldn't have met anywhere else. There's been several outings organized by TSNetters and I've gone to quite a few. The one thing that has been the same with each and every outing, is that upon meeting some of my friends from TSN, in person for the first time, that I've felt that I've known them for a long, long time."

Tim Smith - San Francisco, CA

"Friendly, interactive gaming with an on-screen smile."

Johnnie Wilson - Computer Gaming World Magazine

LATE BREAKING NEWS

New games on the horizon. Long awaited poker will soon be released, so guys and gals start making plans for your Friday nights.

And look at this. Private elec-



Soon you'll be able to take out your Saturday night date for a game of TSN miniature golf.

tronic mailboxes will soon be available so you can write to your special TSN friend and no one can tamper with your mail.

Great things are coming on TSN so keep an eye on the bulletin board and watch for this news article in every *INTERAction News Magazine* for the latest breaking scoop.

See you next issue.

EXTRA! EXTRA! EXTRA!



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Internal Modem Package just... \$88.88

Now you can break into the world of network bulletin board services. There are over 2,000 bulletin board services available. You'll be able to make travel plans, get inside business, stock and financial information. At the touch of a key you can reference encyclopedias, dictionaries and even get college descriptions. It's a blast exchanging cross-country conversation in real-time. You can play games, and down-load a ton of 'shareware' software programs. Plus, you can play computer entertainment games on The Sierra Network (TSN). You'll thrill to playing interactive games like chess, bridge, hearts, backgammon and checkers with friends all over the country.

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To order call 800-326-6654 or use order form insert

Cartoon Contest Winners

Cartoon Drawing Contest

Jim Dahl, age 16, Connecticut
 Mike Eckroth, age 16, Arizona
 Seth Finkell, age 16, New York
 John Frye, Oregon
 Peter Bartholow, age 13, Texas
 Patrick Wright, Saudi Arabia
 Karen Taylor, California
 Brooks Newhouse, West Virginia



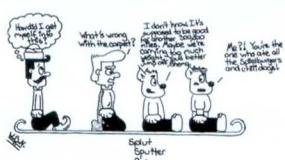
Jim Dahl



John Frye

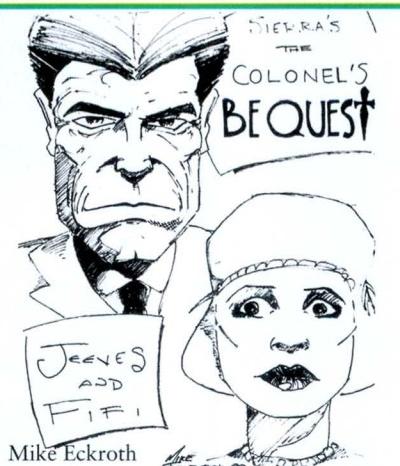


Karen Taylor



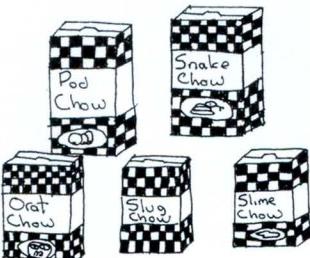
On the Way to Shaper...

Brooks Newhouse



Mike Eckroth

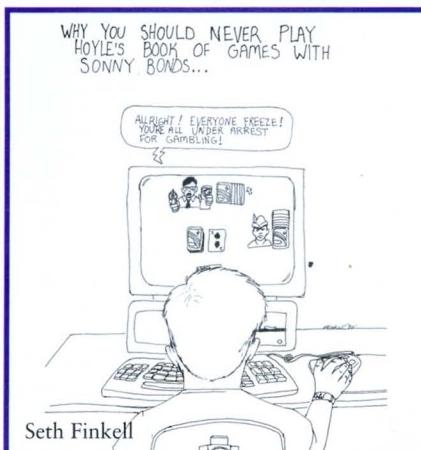
The complete line of Roger Wilco Space CHOW®:



Peter Bartholow



Patrick Wright



Seth Finkell

Sierra's Cartoon and Drawing Contest is an ongoing competition, and always open to submissions. Winning entries will be published in *InterAction*, and winners will receive a Sierra software product of their choice. Because we receive hundreds of submissions every month, we cannot acknowledge non-winning entries. Large entries may be reduced for space considerations when printed.

If you are a winner we will contact you to find out which software product you want for your prize, so remember to include your telephone number. If you are under 18, please include your age.

RULES:

Cartoons and drawings must be original ideas, not copies of other cartoons or drawings. To be considered for the contest, entries must be in black ink on unlined white paper (please do not fold).

Your name, address and telephone number must appear on the back of your entry or on a separate piece of paper attached to your entry.

Enter as often as you like. It is not necessary to send multiple entries in separate envelopes.

Winners are chosen at the sole discretion of Sierra On-Line, and all entries become the property of Sierra On-Line.

Submit cartoon/drawing entries to:

Cartoon Contest
 Sierra On-Line
 P.O. Box 1103
 Oakhurst, CA 93644

IMPORTANT NOTE: Please do not send any other correspondence in the same envelope as your cartoon contest entry. Address all other correspondence to:

Sierra On-Line
 P.O. Box 485
 Coarsegold, CA 93614

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These are classic card games for your computer, perfect at home, in the office, or on those long flights and airport layovers. You control gameplay with your mouse, joystick, or keyboard. Want a new deck? You can select different deck styles and backgrounds. Optional on-screen rules and multiple difficulty levels make these games fun and challenging. It's a great way to learn new games, too.

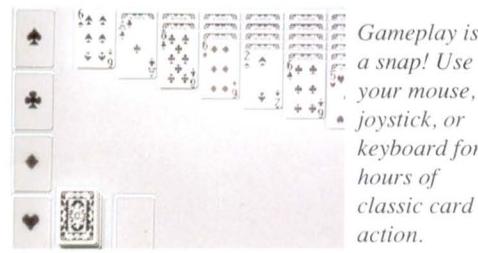
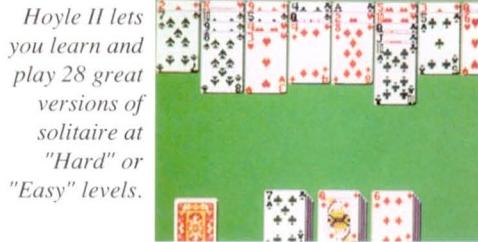
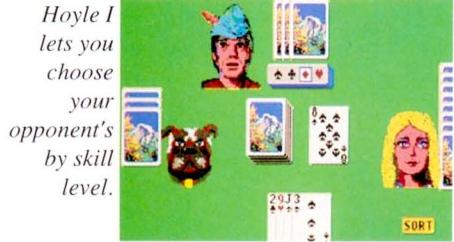
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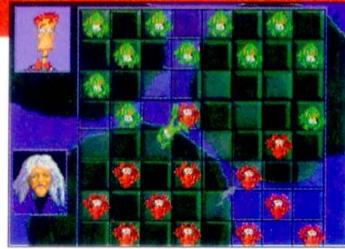
NEW

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Leisure Suit Larry in the Land of the Lounge Lizards

The original Larry is back and he's better than ever! Join the Prince of Polyester on his quest for the ultimate babe. This classic game has been entirely re-animated in bodacious color! The new 3-D animation will give you some great moves. A "touch and grope" (that's point and click) interface makes it easier than ever to "score". The music-card supported stereo soundtrack will keep you dancin' all night long and into the morning! Voted best hot game by *Rolling Stone* magazine.



Conquests of the Longbow: The Legend of Robin Hood

Become the Noble Prankster, cutting a swath across the cinemagraphic beauty of Old England. Take up arms with your Merry men as you try to raise a ransom for the good King Richard! But beware, the wicked and clever Sheriff of Nottingham will oppose you at every turn, and some say Prince John himself will do anything to prevent the return of his brother. Gorgeous visuals and realistic animation bring the legend of Robin Hood to life!

The Bookwyrm's Mixed-Up Fairy Tales

"Can you help me?" asks the Bookwyrm. And your child is launched on a learning adventure! Journey to the Land of Books, where early readers will have fun improving their skills and learning new ones. Five classic fairy tales have been mixed up by the cranky old Bookend, and it's up to your child to put them back together again. Familiar fairy tale characters will help along the way, and charming animation sequences reward your child's every success.



Space Quest I: The Sarien Encounter

Strap into your seat, grab your keyboard, and get ready for a wild outer space adventure! It's the original Roger all right, but with all-new, hand-painted digitized graphics and hysterical 3-D animation! You'll have a blast trying to save the hapless planet Xenon from the slimy Sariens. With the look of a 1950's science fiction movie, *Space Quest I* puts you in the spotlight. The brand-new music card compatible stereo soundtrack will blow you away!



Nova 9: Draxon's Revenge

Attention space warriors! *Nova 9* is a supercharged arcade adventure from the designers of *Stellar 7*. The dazzling color graphics and 3-D animation will explode on your computer screen with all-new evil aliens, battle strategies and bizarre, high-tech weaponry. You'll battle Draxon's forces on nine worlds of ever-increasing danger and difficulty. The music card compatible stereo soundtrack will have you cruisin' space in style!

E, ALL-NEW, AVAILABLE...NOW!



Leisure Suit Larry 5: Passionate Patty Does A Little Undercover Work

Patti's a secret agent spy, working undercover (and under the covers!) for the FBI. Larry's a videotape rewinder for the porno TV show, "America's Sexiest Home Videos". Why aren't they together? Why is the mob trying to get them? Find out as you help Larry and Patti take on organized crime, the FBI, and the music industry in a spicy serving of sex, thugs, and rock 'n roll. New point-and-click interface lets you put your paws on everything!



EcoQuest : The Search for Cetus

Join the crusade to save the environment! Journey with Adam, a twelve-year-old boy, and Delphineus, his dolphin friend, on a beautiful and perilous quest beneath the sea. Battle toxic waste, oil spills, driftnets, and other ecological dangers in this thrilling race against time. The fate of an undersea city is in your hands. You must find the great Whale King Cetus before it's too late! The whole family will enjoy this exciting adventure.



The Castle of Dr. Brain

Journey to an amazing world of brain-teasing adventure and crazy fun! Your mission is to win a job as the famous Dr. Brain's lab assistant, but first you must pass his gauntlet of mind-twisting puzzles and challenges. You'll have to solve 3-D mazes, win at word games, build the "jigsaw room", and even program robots! Choose to play on easy, medium, or brain-busting level! Great puzzles and wild graphics give you hours of challenging fun.



Laffer Utilities

Waste time at work efficiently! Imagine having Leisure Suit Larry for a co-worker. He knows plenty of neat ways to goof off. Now you can pretend to be working at your computer while you create office pools and lotteries, read jokes and play games. The outrageous clip art for memos and fax cover sheets will impress your boss and co-workers! *Laffer Utilities* looks like real work, so the boss will never know you're having fun.



Police Quest 3: The Kindred

The most realistic and intense Police Quest yet! You're detective Sonny Bonds, investigating a series of terrifying murders. Someone's out for revenge, and the target is too close. You'll have to use brains, skill, and authentic police procedures! Digitized live actors make this game frighteningly real. Hand-painted graphics and 3-D animation put you in the heat of the action! The searing soundtrack was composed by Jan Hammer of *Miami Vice* fame.



The Adventures of Willy Beamish

Enter the wild world of *Willy Beamish*! You'll have to deal with a tagalong little sister, a neurotic yuppie mom, a frustrating dad who plays with your toys, and a ghostly grandfather who's come back from the grave! This adventure/comedy is fun for all ages. The colorful, hand-painted graphics and 3-D animation will enchant you. Willy's zany antics, peculiar family, and endless quest to evade the school bully will keep you on your toes and laughing!

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NEW

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THE BOOKWYRM INVESTIGATES: SIERRA CHARACTERS' FAVORITE BOOKS

BOOKWYRM BOOKWYRM BOOKWYRM BOOKWYRM



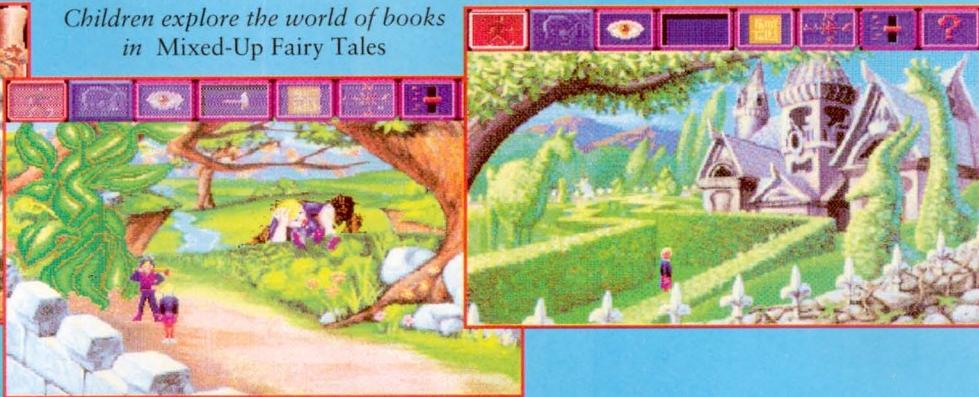
AS RELATED TO LORELEI SHANNON

Hello, this is the Bookwyrm, live from Sierra On-Line. I'm here with some of Sierra's more illustrious citizens. They don't know it, but they're about to be put on the spot! Careful investigating has revealed that all Sierra characters love to read. We've caught them reading in their houses, in the park, in the woods, and even on the sets of new games! Now we have them all together, and we're going to get some answers. Today we're asking the hard-hitting question, "What is your favorite book?"



Go Do See

Children explore the world of books
in Mixed-Up Fairy Tales



GRAHAM

That would be *Ivanhoe*, by Sir Walter Scott. It has action, intrigue, adventure and romance—very inspiring. It's historically accurate, with all kinds of fascinating information about knights and the medieval world. Of course, you have to take it with a grain of salt. Whoever heard of a world with no dragons, unicorns, or magic?



LARRY

My favorite book is little and black. Heh heh heh.



ROSELLA

Not book, dragon friend,

books. I love *The Chronicles of Narnia*, by C. S. Lewis. It's a seven book series, set in a wonderful fantasy world where horses talk and evil witches live. There's this nice royal family who gets in all kinds of trouble and they always end up going on a quest—Hmm, no wonder I like it.



ROGER

My favorite book is *Bill the Galactic Hero*, by Harry Harrison. It's about this poor guy who was just minding his own business, and he gets dragged off to another planet. All this weird stuff happens to him, but by the end of the book he's the hero of the whole galaxy. Boy, where do these guys get their wild ideas? It just amazes me.



LAURA

My favorite book is really a collection of short stories: *The Complete Sherlock Holmes*, by Arthur Conan Doyle. Those

stories are incredible! Sherlock catches criminals by deducing their life histories from a piece of lint on their jacket. Well, almost. Excuse me, I'm going to stand behind the curtain and practice eavesdropping.



PATTI

My favorite book is *Cosmos*, by Carl Sagan. I learned all sorts of wonderful things about the universe reading that book. Don't look so surprised! I have a brain in my admittedly perfect head. When my looks go, I want a second career as a nuclear physicist. Besides, I just love Carl. I get the chills when he says "Billions and Billions."



SONNY

I like *The Maltese Falcon*, by Dashiell Hammett. What a plot! There's mystery, suspense, murder and deception. The bad guys are pretty smart. Real clever. But the good guy is smart too, and guess what, he wins. I like that. Oops, I guess I shouldn't have given that away.

Hey! Hey Wilco, that time pod is double-parked in a loading zone!



WILLY

You mean other than comic books? I guess my favorite book is *Tom Sawyer*, by Mark Twain. There was a kid who totally had his act together. He didn't have any pesky sisters, he lived next to a totally rad cave and a wicked riverboat, and he never got report cards. I bet he would have been good at Nintari, if they'd had it then. Way cool.



ROBIN

Steal This Book, by Abby Hoffman. Just kidding, actually my favorite book is *The Crystal Cave*, by Mary Stewart. It's about King Arthur. I don't know why, but I feel a strange connection with that subject. Did I mention *The Crystal Cave* is the first book in a series? Hmm. Deja vu, as the Normans would say.

WARNING: Often right, more often wrong, and occasionally even wildly inaccurate, Johnnie Magpie is **INTERACTION Magazine's** least controllable and most controversial pseudo-journalist. Management does not endorse, and in fact barely even tolerates, the inclusion of this feature in our publication.



RUMOR-FLASH UPDATE!

In my last article, I spent some time describing what the game designers have in the works for the new year. I guess I made a few major omissions.

Right after publication, I received an urgent phone call from designer Roberta Williams.

In my article, I forgot to mention Roberta's most imminent game release (and current pet project) *The Dagger of Amon Ra*. This is the second installment of Roberta's "Laura Bow" mystery series. Due out in March of '92 she expects it to be very popular next year. While on the phone, Roberta also mentioned that she's not going to be rushed to get the next King's Quest out the door, so it might miss Christmas '92 (no matter what her husband Ken says).

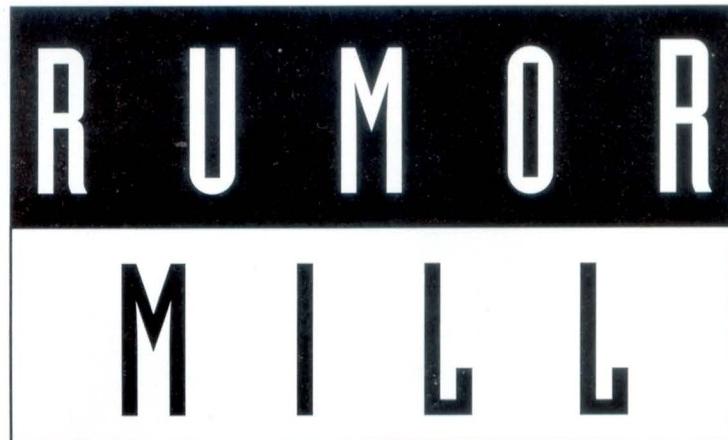
THE COMPETITION GETS ACED OUT OF ACTION.

The next call came from Damon Slye of Dynamix, who noted that I had omitted *Aces of the Pacific* from my last article. He wanted to make sure I stressed that this WWII simulation was to take place in the Pacific theatre (fighting Japanese) as opposed to the current crop of simulators out there that focus on air combat in Nazi Europe. Also, Damon told me to mention that the game will have "shaded and scaled" 3-D graphics, noting that this new process has gotten a lot of advance attention in Origin's Strike Commander. Damon also said to mention that his shades and scales will be better, but we expect that.

Both Corey and Lori Cole were happy to see their upcoming *Quest for Glory III*

make the page. Also, they wanted to make sure I mentioned that the totally new VGA redesign of *Quest for Glory I* is also in development and Jim Walls called about the remake of *Police Quest 1*.

nal name of Hero's Quest turned out to be the trademark for a board game by Milton Bradley. Interestingly enough, Milton Bradley has recently announced that they will soon market a computer game called,



Finally, I was happy to hear that I was wrong when I said that *Willy Beamish 2* is the only game sequel ever to enter development before the original was even released. Turns out that *The Island of Doctor Brain*, a sequel to the now released *Castle of Doctor Brain* is also well along in the development process. (*The Castle of Doctor Brain* is this writer's new all-time favorite computer game).

HERO'S QUEST - QUEST FOR GLORY - WHICH IS IT?

Since we mentioned *Quest for Glory*, here's a piece of trivia you can file in the "A Rose by Any Other Name" category.

While regular readers of this publication know that *Quest for Glory* is the rename for a wildly popular product originally released as *Hero's Quest*, sales of *Quest for Glory II* were hurt by as much as 50% due to the name change.

Sierra still receives a large number of calls each week from customers asking when '*Hero's Quest II*' is going to be released.

For those that don't know the background, Sierra had to change the name of the series to *Quest for Glory* when the origi-

Hero Quest. The official word is that their release of the computer game has absolutely nothing to do with our old game by the same name.

MORE TROUBLE

Also for your "A Rose By Any Other Name" file. Note that this publication has also changed its name for this issue.

It turns out that our old magazine name *The Sierra News Magazine* got us into trouble with none other than our environmental friends at The Sierra Club. Seems the Sierra Club has published a *Sierra Magazine* for years now.

They felt that our computer magazine title was a little too close to theirs. They requested we change our magazine name to avoid confusion.

OH MY GOSH! MACINTOSH

Sierra's recent release of new games for the Macintosh has stunned many Mac owners. The new games only work on color Macs which makes them completely incompatible with about 70% of the Macintoshes currently out there.

Rumor in the hallway was that the games were done in that

way so they would be compatible with a new video game console to be released by Apple and based on Macintosh technology.

This was a great rumor, but it turns out that there was no truth to it. Seems that Ken Williams made the decision to support only color Macintoshes. Changes to the programs would have made them black and white compatible, but not nearly so good on color Macs.

His opinion is that color is the absolute minimum requirement for great computer games.

Time will tell if this is the right decision, but early indications (i.e. strong sales of the just-released color Mac version of *Space Quest 4*) say he probably made the right choice.

Rumors about the Apple game machine are still in the hallways by the way. They're now being used to explain why Sierra and Dynamix have added a number of Macintosh games on CD to the product schedule for the new year.

RECENT DYNAMIX RUMORS

There are secret plans to introduce a line of sports simulations late in 1992, and a fantasy role-playing game is in development. No word on what comes after *Aces of the Pacific* in the flight simulation category, but Damon Slye's bookcase seems to hold a lot of books on Europe these days.

Also, Dynamix recently made public their plans to enter the video game category next year. A Sega Genesis version of *Rise of the Dragon* recently appeared on their development schedule. (Special note: this product is being produced by Game Arts of Japan, developers of *Thexder* and *Silpheed*).

Look for a release of *King's Quest V* on the 8-bit Nintendo sometime around Christmas.

BYE BYE EGA

Finally, the hottest word in the halls (and this one appears to be gospel) is that after Christmas, Sierra and Dynamix will both give up development of software for the EGA graphics standard and devote their energies to VGA and beyond. Those readers out there without VGA may want to start saving their pennies for the new graphics hardware now.

Bye for now!

By Johnnie Magpie

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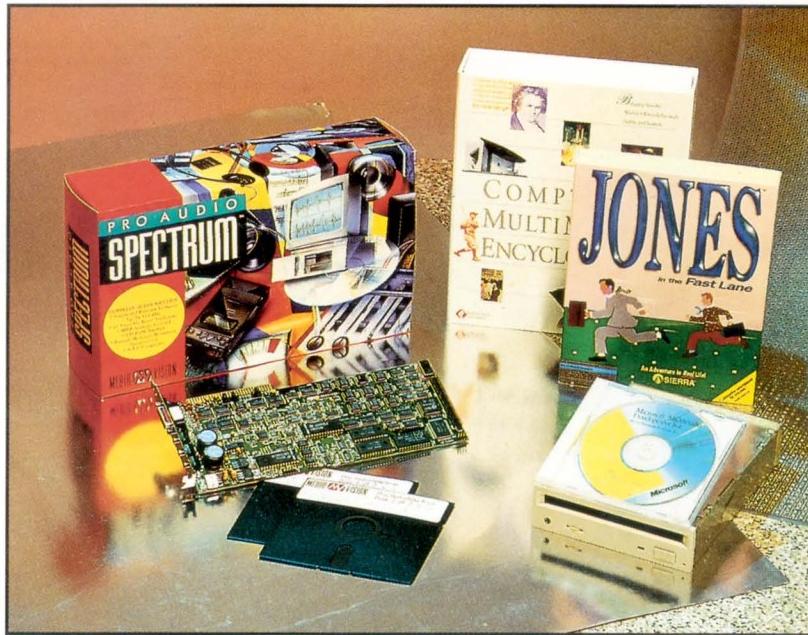
"No way!" Nick laughed wildly. "I'm gonna make sure that Multimedia technology is available to everyone—NOW!" And he slapped a price tag on it. Our director of marketing fainted. You'd better sit down before you read this:

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